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STAR TREK EXPLORER

PRODIGY
FIRST SEASON SPOTLIGHT!

THE OFFICIAL MAGAZINE #7

Star Trek: Picard

Effects secrets revealed!

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All-new *Star Trek* short stories

JONATHAN FRAKES

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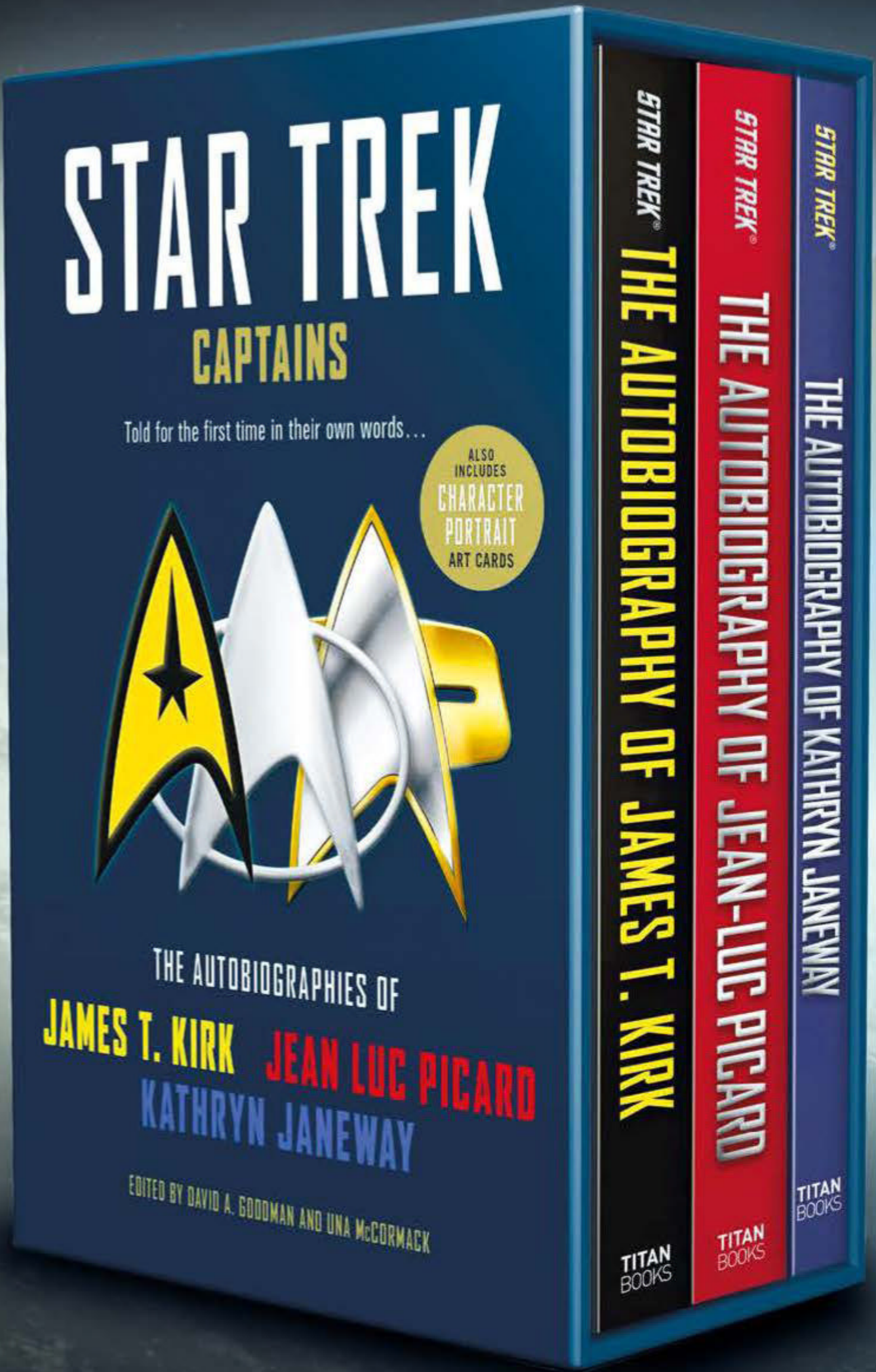
STAR TREK
CAPTAINS
Told for the first time in their own words…
ALSO INCLUDES CHARACTER PORTRAIT ART CARDS
THE AUTOBIOGRAPHIES OF
JAMES T. KIRK
JEAN LUC PICARD
KATHRYN JANEWAY
EDITED BY DAVID A. GOODMAN AND UNA McCORMACK
STAR TREK THE AUTOBIOGRAPHY OF JAMES T. KIRK TITAN BOOKS
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FEATURING THE AUTOBIOGRAPHIES
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Captain's Log

Art: Nick Miller

The first run of the third season of *Star Trek: Picard* has just drawn to a close on Paramount+, and I'm sure it's leading to plenty of speculation about what may follow.

We're delighted to continue our coverage of the show with the first part of an all-new interview with Jonathan Frakes, and a special interview with designer Bill Krause, talking about his unique contribution to the third season. Many thanks to him for our chats on social media ahead of this, and for taking time out of his schedule to talk with Ian Spelling – and providing some stunning visuals, too.

I'm also pleased we can give you a tease of the new *Star Trek: Resurgence* game, launching soon, and interviews with two writers of *Star Trek* fiction, novelist John Jackson Miller, talking to Jay Stobie, and comics writer Christopher Cantwell, chatting to Rich Handley, who brings another of his enjoyable strip-related features for the magazine.

For those of you who are fans of *Star Trek: Prodigy*, we have a special retrospective of the first season; a round table chat with the series voice cast and creators. I really enjoyed the first season of this fledgling series, and I'm looking forward to seeing where it flies in its second!

Finally, a big thank you to the *Star Trek: Discovery* cast and crew, as news reaches us that its final season will be heading our way in 2024. More on that next issue…

John Freeman
Editor

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EXPLORER
THE OFFICIAL MAGAZINE

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Contents

Issue #07 Spring 2023

U.S.S. LAGRANGE
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28 INTERVIEW
BILL KRAUSE
We go behind the scenes on Season three of *Star Trek: Picard* with one of its designers

SUBSCRIBE TO
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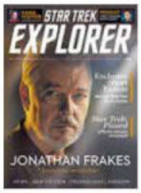
P. 24



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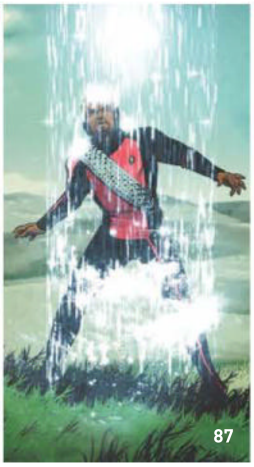


06 NEWS & COMMENT
ENGAGE!
News and notes from every quadrant of the *Star Trek* universe, including a sneak peek at the new *Star Trek: Resurgence* game

12 ENGAGE EXTRA:
A TRIBUTE TO ANNIE WERSCHING
Marking the passing of a much-loved actress

14 INTERVIEW
JONATHAN FRAKES
Part one of a two-part interview with the *Star Trek* actor and director

20 ROUND TABLE FEATURE
PRODIGY
We look back at the first season of *Star Trek*'s latest animated show with the show's creators and some of its main cast

36 LARRY NEMECEK'S
A FISTFUL OF DATA
The other TOS doctors and canon continuity under scrutiny!

39 ARCHIVE IMAGE
LOST AND FOUND
A revealing behind-the-scenes image from the *Prodigy* writers' room

60 TOMORROW'S TECH
TREKNOLOGY
How *Star Trek*'s Treknology is being reimagined and realized today

64 INTERVIEW
NANA VISITOR
Concluding our two-part interview with the ever-busy *Star Trek: Deep Space Nine* actress

70 EXCLUSIVE NEW FICTION
SCRAMBLE by Greg Cox
Peril for Captain Picard and Deanna Troi on the holodeck

76 DEFINITIVE GUIDE TO
***STAR TREK* CROSSOVERS**
Making sense of the now frequent mergers of different *Star Trek* shows

84 INTERVIEW
JOHN JACKSON MILLER
We talk to the author of the new *Strange New Worlds* novel, *Holding the High Country*

87 INTERVIEW
CHRISTOPHER CANTWELL
We go behind the scenes on IDW's latest *Star Trek* comics

90 ANALYSIS
THE NEUTRAL ZONE
New to *Star Trek: Deep Space Nine*? Which episode would you recommend as an introduction?

92 FANDOM UNBOUND
TREK THROUGH LIFE
Fans share their cosplay, values, creativity, and memorabilia collections

95 *TREK* MERCHANDISE
THE COLLECTOR
Star Trek merchandise rarities celebrated

96 PUZZLES & MORE
HOLLOW PURSUITS
Our latest wordsearch - and other puzzles

Inside Trek

44 TOP 10
STARBASES
Does your favorite pass inspection?

48 PROFILE
ELIM GARAK
Charting the adventures of the enigmatic Cardassian

54 EXCLUSIVE
NEW FICTION
by John Peel
In "The Victim", Garak, new to Deep Space Nine, takes on an early challenge

STAR TREK EXPLORER SUBSCRIBER BONUS

Our digital extra for subscribers includes two new *Star Trek* stories – "You Can't Buy Fate" by Keith Candido, and "Summer Days Can Last Forever" by Mike Collins; an archive interview; and coloring pages

Engage!

EXPLORING THE *STAR TREK* UNIVERSE

WORDS: JAY STOBIE

New *Star Trek: Resurgence* game readies for launch

Launching in May, *Star Trek: Resurgence* is a narrative adventure game set in 2380, the era following *Star Trek: The Next Generation*. The new game lets players immerse themselves in the *Star Trek* universe, allowing them to interact with familiar characters, events, and locations from the show, while featuring a completely original story with an all-new crew.

The player takes on the roles of two playable characters aboard a modified Centaur class ship, the *U.S.S. Resolute*. Jara Rydek is the newly-arrived first officer, half-Kobliad, and an outsider who has to prove herself to a crew shaken by a recent tragedy. Carter Diaz is an engineering grunt with big dreams, who enlisted because he didn't want to wait the years it would take to go through the Academy.

Together, these two characters embark on a grand adventure across the stars, unraveling a vast mystery involving unfamiliar aliens, powerful technology, and the return of an ancient empire that threatens to disrupt the balance of power in the galaxy. Through compelling dialogue choices and riveting action gameplay the player can take control and shape the course of the narrative in significant ways.

Players can also engage with the *Star Trek* universe in a variety of other gameplay styles, including shuttle piloting, phaser fights, tricorder scanning, stealth, and micro-gameplay mechanics.

***Star Trek: Resurgence* will be available in May 2023 on the Epic Games store, Playstation and Xbox. Visit StarTrek-Resurgence.com for more information**

Coming Soon: The 'Ultimate' Generation

STAR TREK
THE NEXT GENERATION

From Commander Riker's trombone to Data's deck of cards, the *U.S.S. Enterprise*-D's crew was never afraid to indulge in their favorite leisure activities. Now you can join in on the fun with the inaugural wave of 7-inch scale *Star Trek: The Next Generation* ULTIMATES! figures from Super7. The initial batch of figures boasts an all-star roster of TNG characters, including Locutus of Borg, Guinan, Commander Riker, and Lieutenant Commander Data.

Each ULTIMATES! figure comes with an assortment of interchangeable heads and accessories tailored to their characters' interests, such as Riker's miniature Captain Picard doll, Data's cat Spot, and Guinan's energy rifle, which she acquired from Magus III.

Available for purchase at Super7.com, these ULTIMATES! are expected to ship out in September 2023.

Star Trek Online celebration for First Contact Day

The hugely-popular *Star Trek Online* game celebrated First Contact Day on 5th April by turning the Bozeman, Montana site of Zephram Cochrane's historic launch into a museum, and you can team up with your allies to build a model of the *Phoenix*, and see who can fly it farther.

You can now also travel back to the events of *Star Trek: First Contact* with Jeri Ryan as Seven of Nine, and stop the Borg from disrupting the timeline.

Star Trek Online is free to play on PC, Xbox and Playstation that enables players to join Starfleet, the Klingon Empire or the Romulan Republic, to explore and adventure in the 25th Century. Visit iconic locations from the TV shows and films, and fly the starships of the past, present and future. Interact with some of your favorite *Star Trek* characters, as voiced by the original actors, like Michael Dorn as Worf, Jeri Ryan as Seven of Nine, Walter Koenig as Chekov, and over a dozen more actors from all eras.

- ***Star Trek Online*: playstartrekonline.com**

STAR TREK
PRODIGY
BOLDLY GO

Prep the *Protostar*

With *Star Trek: Prodigy* having wrapped its highly-acclaimed 20-episode first season, fans of all ages can continue enjoying their adventures with the *U.S.S. Protostar*'s crew by bringing home the *Star Trek: Prodigy - Season 1 (Volume 1)* Blu-ray set. The disks feature the season's initial batch of ten episodes, as well as over 75 minutes of bonus and behind-the-scenes features. Character art cards will also accompany the set, adding yet another fun element to the collection.

STAR TREK
STRANGE NEW WORLDS
SEASON ONE

Strange New Worlds Voyages Home

The *U.S.S. Enterprise*'s mission may take it to distant planets, but every now and then it's nice to return to Earth. That's precisely what *Strange New Worlds*' epic first season has done, as CBS Home Entertainment and Paramount Home Entertainment have unveiled *Star Trek: Strange New Worlds* season 1 on Blu-ray, DVD, and limited-edition Blu-Ray Steelbook for you to enjoy right here in Sector 001. Relive Pike's return to the center seat, Spock's early romance with T'Pring, the looming threat of the Gorn, and so much more.

In addition to the 10-episode debut season, these releases contain over 90 minutes of special content that takes you behind-the-scenes of the original Paramount+ series. The "Pike's Peak" extra dives into Anson Mount's journey as Christopher Pike, while "Exploring New Worlds" explores the show's storylines and characters through exclusive interviews with the writers, cast, and crew. Bonus features also include deleted scenes and a gag reel, fan-favorite segments that will leave you beaming (and probably result in some excellent internet memes!). When it comes time to press play, just "Hit it!"

Make the *Trek* to Pluto

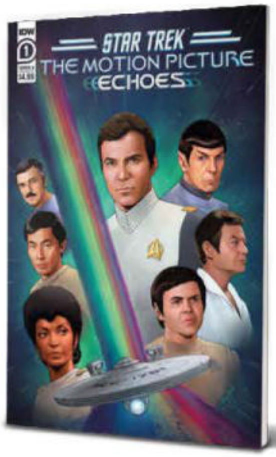
Pluto TV, Paramount Global's ad-supported free streaming service, is taking its *Star Trek* coverage beyond the final frontier. Launched in 2021, Pluto TV's *Star Trek* Channel has always been dedicated to airing *The Next Generation* and various *Star Trek* films, but viewers can now visit the service to check out Captain Kirk and Mister Spock's exploits from the original *Star Trek* series. Pluto TV is also adding the *More Star Trek Channel*, which allows fans to take a trip to Bajor and enjoy *Deep Space Nine* episodes. Tune in at any time by going to Pluto.TV.

IDW launches *Echoes* Comic Miniseries

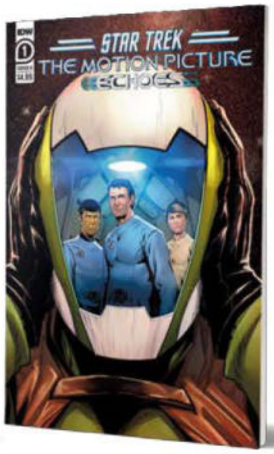
IDW launch a new *Star Trek: The Motion Picture*-related comic mini-series, *Echoes*, in May, written by Marc Guggenheim, creator of *Arrow* and DC's *Legends of Tomorrow* CW television series. It features art by Oleg Chudakov and colors by DC Alonso and variant covers on each issue.The five-issue miniseries is set immediately after the events of the 1979 film.

Echoes pits the venerated Admiral James T. Kirk and his crew against enemies both terrifying and shockingly familiar! When a space anomaly thrusts a criminal mastermind – pursued by a very determined pilot on a mission – into our universe, the *U.S.S. Enterprise* must stop them from unintentionally starting a war with the Romulans and unleashing a superweapon of foreign technology into the system. But things get infinitely more complicated when these newcomers to our reality remove their helmets, revealing that they're doppelgängers of our beloved heroes!

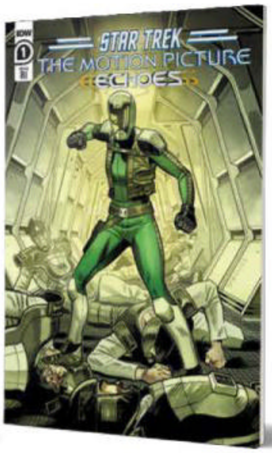
Series editor Heather Antos has teased that there are possible Easter Eggs relating to some of IDW's other *Star Trek* books in the story.



Cover A by Jake Bartok



Cover B by Oleg Chudakov



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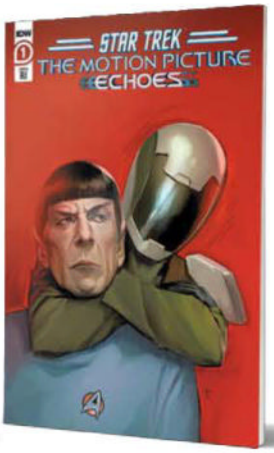


Retail incentive cover by Rod Reis

The Legend of Vasquez Rocks

Situated north of Los Angeles, Vasquez Rocks Natural Area and Nature Center is a site familiar to *Star Trek* fans, even if they do not realize it! The iconic struggle between Captain Kirk and the Gorn in "Arena" was filmed here, as were the Vulcan scenes for *Star Trek IV: The Voyage Home* and *Star Trek* (2009). Vasquez Rocks even cameoed as itself in *Star Trek: Picard*, when it was established that Raffi Musiker lived in the area.

Star Trek Unlimited has recreated the location with astonishing accuracy for its Vasquez Rocks Figurine Garden Statue Replica, a seven-inch wide polyresin sculpture that can be displayed inside your home or out in your garden. The replica's details have been taken directly from GIS scans.

The company offers an array of additional creatively-themed *Star Trek* items, from a 14-inch tall Horga'hn Desk Lamp Replica based on the infamous Risan fertility idol, to a 25th Century 16-Piece Ceramic Dinnerware Set Replica as seen in *Picard*'s third and final season. These excellent pieces represent a fraction of Star Trek Unlimited's line of replicas, so visit StarTrekUnlimited.com to browse their entire collection.

Ghosts from the Past

Somewhere to Belong by Dayton Ward, an all-new novel from Pocket Books based on *Star Trek: Discovery* hits bookstores in May 2023.

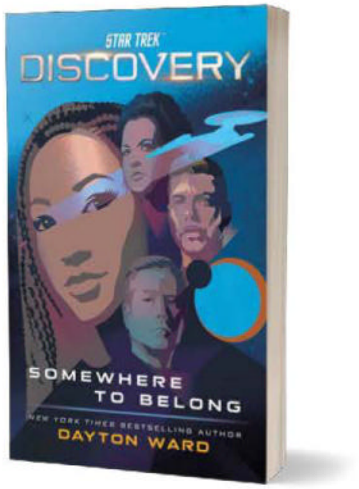
Captain Michael Burnham and the crew of the *U.S.S. Discovery* are finding that each day is a critical adjustment to their new lives and new missions in an Alpha Quadrant more than nine hundred years in the future. It's here that *U.S.S. Discovery* is reconnecting with various worlds where the cataclysmic event known as “the Burn” has decimated Starfleet and with it, the United Federation of Planets. There's been precious little time for the crew to truly come to terms with their present reality, as their devotion to duty hides the emotional stress that could impact their effectiveness, and even threaten themselves or others.

After a successful journey to yet another planet cut off from the Federation, the *U.S.S. Discovery* picks up a distress signal located in a nearby star system - a plea that harbors roots from their past lives in the 23rd century, and which may now lead to an entirely new crisis, plunging them all into mortal danger…

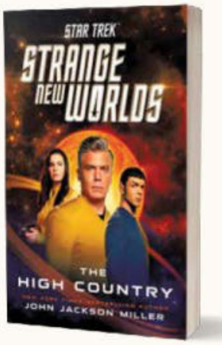
The new novel is by Dayton Ward, *New York Times* bestselling author or co-author of more than forty novels and novellas, often written with Kevin Dilmore. His short fiction has appeared in more than thirty anthologies, and he's written items for *Star Trek Magazine*, the predecessor title to *Star Trek Explorer*, where he plays a pivotal role in our new fiction creation, as well as a variety of websites.

The new novel will be available in trade paperback, eBook, and audiobooks formats.

- ***Somewhere to Belong* goes on sale on 30th May 2023. Visit Dayton Ward online at DaytonWard.com.**



A Strange New Novel



To open the pivotal (and very first) tie-in novel based on *Strange New Worlds*, Pocket Books turned to *New York Times* bestselling author and veteran *Star Trek* scribe John Jackson Miller, whose extensive resume includes *Star Trek: Picard - Rogue Elements*, *Star Trek: Discovery - Die Standing* and *Star Trek: Titan - Absent Enemies.*

The result is *Star Trek: Strange New Worlds - The High Country*, a thrilling tale that follows Captain Pike and the *U.S.S. Enterprise* crew as they are forced to abandon ship after Starfleet's technology ceases to function. Stranded on an unknown planet with personnel scattered across its surface, Pike and his crew must face unique trials in an effort to unravel their mysterious circumstances.

The High Country* is available in bookstores now. Turn to page 84 to read our exclusive interview with John Jackson Miller in this issue of *Star Trek Explorer.

Abandon Ship!

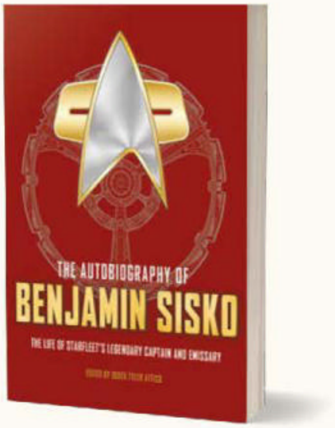
If *Strange New Worlds: The High Country* inspires you to seek out additional planetside perils, *Star Trek* has you covered with a pair of fan-favorite two-parters. After Data is lured away by Lore and his Borg followers, Captain Picard tasks most of the *U.S.S. Enterprise*-D's complement with a ground search and leaves Doctor Crusher to command a skeleton crew in The Next Generation's “Descent.” Over in the Delta Quadrant, the Seska and the Kazon seize control of *U.S.S. Voyager,* and force its personnel to survive on a barren world in “Basics.” Only The Doctor and Lon Suder remain aboard to attempt to retake the vessel.

Benjamin Sisko: The Official Biography

Titan Books is to publish *The Autobiography of Benjamin Sisko* in October, a title perfect for *Star Trek: Deep Space Nine* fans, new and old, in its 30th anniversary year.

Packed with insight into the mind of one of Starfleet ’s great war captains, and the religious leader of Bajor, the Emissary of the Prophets, the new book is the work of Derek Tyler Attico, the two-time winner of the *Strange New Worlds* contest, whose short story “A & Ω “ won the Grand Prize in *Strange New Worlds 8.*

Charting his rise through the ranks and his role as leader during the Dominion War, discover the early career and innermost thoughts as his many adventures are recounted; as well as his personal take on his confidantes, Lieutenant Dax and Major Kira Nerys, the enigmatic Garak, and his adversaries, Gul Dukat and Kai Winn, and his fatherly advice for his son Jake.



Where No Pin Has Gone Before

The FanSets team's ongoing mission to boldly go on a journey throughout the *Star Trek* mission has once again yielded exciting results, as their latest pins represent a host of *Star Trek* productions, from fresh animated shows to films based on the original series' crew. Frozen Badgey shows the cold-hearted *Star Trek: Lower Decks* character in his iciest state, while the *Star Trek: Prodigy* Show Logo lets you show off your affection for the *U.S.S. Protostar*. Finally, the limited edition Robin Curtis as Lt. Saavik Autograph Pin, depicts Curtis's stoic Vulcan features and is even autographed by the actor.

▪ Check out the entire FanSets collection at FanSets.com

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ADULT COLLECTIBLE

Landing Party Apparel

In addition to its poignant themes and powerful performances, "The Ghosts of Illyria" captured fans' attention with the stylish landing party jackets worn by the *U.S.S. Enterprise* crew in the episode. Hero Within has replicated the design with their screen accurate *Star Trek: Strange New Worlds* Jacket, a fully completed jacket that includes sewn in patches, premium stitch construction, embroidered patches, 4 inside pockets, and an interior printed *U.S.S. Enterprise* logo.

The Starfleet Custom Tactical Jacket offers a heavy-duty alternative with multiple inside/outside pockets and extra insulation, as well as the opportunity to customize it by purchasing add-on name patches, shoulder patches, zipper pulls, and delta pins.

Hero Within also takes a colorful cue from *Star Trek: The Next Generation* with a selection of four bomber jackets, giving fans the option to choose from Command Red, Operations Gold, Sciences Blue, and Academy Gray, made from premium nylon. Featuring blank velcro patches and interior pockets, the bombers can be customized with name/shoulder patches and zipper pulls.

▪ Visit HeroWithinStore.com to browse their entire *Star Trek* Collection

Alien Adversaries

EXO-6's line of museum quality 1:6 Scale figures is going "Out of this World" with its latest additions by venturing into the galaxy of non-Starfleet characters. The launch wave encompasses *Star Trek: Enterprise*'s Andorian Commander Shran, DS9's Quark, and *The Search for Spock*'s Kruge. All three have occasionally opposed Starfleet, so the choice is yours whether or not to pit them against EXO-6's Federation figures.

With hand-painted head sculpts, over 30 points of articulation, meticulously researched screen-accurate clothing, and accessories that range from Quark's copy of the *Rules of Acquisition* to Shran's Plasma Rifle and Ushaantor weapon, the details on these figures is just as the collection's name suggests: out of this world!

▪ Head over to EXO-6.com to place your orders and browse their amazing array of *Star Trek* 1:6 Scale figures

PROTOTYPE SHOWN. FINAL PRODUCT MAYBE SLIGHTLY DIFFERENT

BEYOND *STAR TREK*

Stars Embody the Spirit of Trek

Well-known as a “Number One” supporter of the Pancreatic Cancer Action Network (PanCAN), actor **Jonathan Frakes**, interviewed this issue, is now a PanCAN Ambassador who continues his longtime advocacy for the charity’s important work towards curing the deadly illness. Frakes is also joined by fellow *Star Trek* alumni **Kitty Swink**, a pancreatic cancer survivor, and **Armin Shimerman**, to form a trifecta of leaders for *Trek Against Pancreatic Cancer*, a team which helps fundraise during PanCAN’s annual PurpleStride event.

Jeri Ryan has also embarked upon her own crucial ‘trek,’ enlisting Frakes, **LeVar Burton**, **Brent Spiner**, and **Michelle Hurd** for *Trek Against ALS*, an initiative Ryan has spearheaded to help **Margot Muraszkiewicz**, Ryan’s stand-in on *Picard* who was tragically diagnosed with the condition.

The **Nichelle Nichols Foundation** has officially launched its mission to continue Nichelle’s legacy, dedicating itself to breaking down barriers and creating opportunities for women and BIPOC. The organization’s focus is on impacting young people’s lives, particularly in regard to STEAM-related education and careers. The Foundation and its partners will fundraise to provide scholarships, mentoring, and training for those interested in pursuing STEAM careers. Visit NichelleNichols.Foundation for more information.

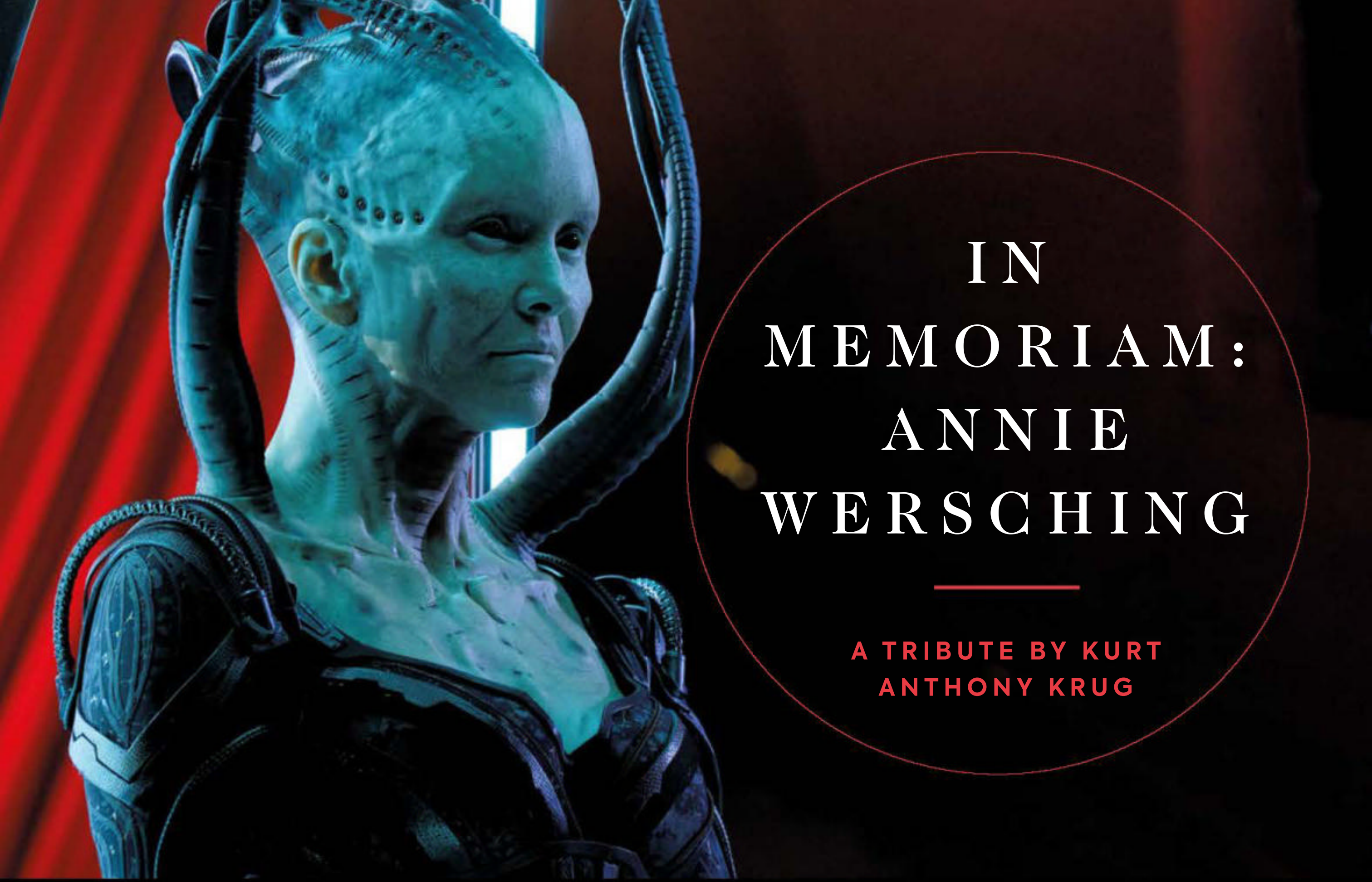
Boim Me Up, Scotty!

Two *Trek* stars are teaming up again, with **Simon Pegg** rejoining the cast of Amazon’s *The Boys* to portray the father of **Jack Quaid**’s character, Hughie Campbell. Pegg, who has played Scotty in *Star Trek* (2009) and its two sequels, and Quaid, who currently stars as Bradward Boimler on *Star Trek: Lower Decks*, aren’t the only alumni present, as the Kelvin Timeline’s own Doctor McCoy, actor **Karl Urban**, plays Billy Butcher.

Pegg continues to keep busy in Paramount’s *Mission: Impossible* franchise, tackling the role of Benji Dunn in *Mission: Impossible – Dead Reckoning Part One*, slated for release in July 2023, and its follow-up, *Mission: Impossible – Dead Reckoning Part Two*, due out in July 2024.

In Memoriam

Explorer wishes to send its condolences to the friends and loved ones of several *Star Trek* family members who have passed away, including the late Kirstie Alley (Lieutenant Saavik in *The Wrath of Khan*), Judith Koenig (*The Voyage Home*, *The Undiscovered Country*, and *Generations*), director Gabrielle Beaumont, Leslie Jordan (*Voyager*’s Kol), Andrew Prine (Suna in TNG’s “Frame of Mind”), John Aniston (*Voyager*’s Quarren ambassador and real-life father of Jennifer Aniston), and Tim McCormack (TNG’s Ensign Bennett and a regular stand-in for Brent Spiner).



IN MEMORIAM: ANNIE WERSCHING

A TRIBUTE BY KURT ANTHONY KRUG

The *Star Trek* community suffered a major loss with the passing of actress Annie Wersching, who appeared on *Star Trek: Enterprise* and *Star Trek: Picard*.

Wersching died 29th January, following a battle with cancer, aged just 45. After being diagnosed in 2020, she kept her illness private and continued working. She is survived by her husband, Stephen Full, and their three sons: Freddie, Ozzie, and Archie.

"There is a cavernous hole in the soul of this family today," said Full in a tribute, "but she left us the tools to fill it. She found wonder in the simplest moment. She didn't require music to dance. She taught us not to wait for adventure to find you. 'Go find it. It's everywhere.' And find it we shall."

A St. Louis native, Wersching made her theatrical debut in *Cats* when she was in the fourth grade. Throughout her childhood, she participated in theater and dance. In 1999, Wersching graduated from Millikin University in Illinois with her BFA in musical theater.

"Acting has been my passion since I was a little girl," said Wersching. "I love the dichotomy of going to work and pretending to be a badass assassin, then coming home to my kids and chaperoning them the next day during a fieldtrip at their school, then the next night's a red-carpet event. I really like that it's a little bit of everything; it keeps things exciting and different all the time."

Wersching was known for her roles on *24, Bosch, Runaways, The Vampire Diaries, General Hospital, Castle,* and *The Rookie*. When asked what would happen if all her characters got together for a girls' night out, Wersching laughed.

"Oh wow. Oh man. That would be quite a mess, I think," she said. "It's hard for me not to imagine kicking ass in some form, so they'd have to do paintball or something aggressive because they're all really aggressive women... I feel like they could all get along in a really snarky way. There would definitely be some mayhem throughout the night. And if they're drinking, all bets are off. That's hilarious."

Her first TV role was Liana in the 2002 episode of *Enterprise* called "Oasis." Liana was the daughter of Ezral (the late René Auberjonois, who played Odo on *Star Trek: Deep Space Nine*).

"I was an alien humanoid," recalled Wersching. "When I was a little girl, our ship had crashed and it turns out our whole family had died and Ezral recreated everybody as holograms, so I could have a family. But he and I were the only living beings."

From there, Wersching guest-starred on *Angel, Charmed, Supernatural*, and more, before landing her first recurring role as Amelia Joffe on *General Hospital*, in 2007.

Her breakout role was in 2009 playing FBI Agent Renee Walker on *24*, opposite Kiefer Sutherland's Jack Bauer, her favorite role.

"I was cast at the very end," she noted. "It was the last big role to be cast at the end. I came in a few times, got a few callbacks..."

01 Annie Wersching and Lea Thompson.

02 *Picard* season 2 "Two of One"

03 *Star Trek: Enterprise* season 1 "Oasis"

"The first time I actually met Kiefer was on our first day of shooting," she recalled. "He was a great teacher. I feel like I could just sit there and watch him work for hours. During my time there, I tried to soak up as much as I could because he's such a pro and such a great actor."

"People say to me, 'I was crushed when she died,' 'She was a female Jack,'" said Wersching. "I played her the longest. I just spent so much time with her. I went on such a journey with her from being a goody two-shoes FBI agent to being a badass. She was my favorite. I feel like I got to know her the best."

She also enjoyed playing Emma Whitmore on *Timeless*.

"That show was so much fun, getting to dress up in costumes from different time periods," said Wersching. "Emma made her way in a man's world very easily."

On *The Vampire Diaries*, Wersching played Lily Salvatore, a role the actress described as " this iconic character that had always been talked about throughout the first five to six seasons. I knew it was a character that the fans had been longing to know more about and had been waiting and waiting to meet. Then, all of the sudden, it's me!

"I love doing things I've never done before," she revealed. "I'd never done a vampire show before… I liked that she was this character who was a badass Ripper yet also this proper mother from the early 1900s."

Wersching also played Leslie Dean on the Marvel series *Runaways*.

"The word 'Marvel' is hard to turn down. You don't need much more convincing after the word 'Marvel,'" she said. "They were shooting in Los Angeles, another big plus when you have small children."

In 2022, Wersching returned to *Trek* in *Picard* season 2, as the Borg Queen, the third actress to play the Borg Queen, following Alice Krige and Susanna Thompson.

"I was beyond excited to take on such an iconic role in the *Star Trek* universe," said Wersching. "While a little intimidating at the same time, I really enjoyed bringing such a unique character to life."

Wersching even proposed to *Picard* executive producer Akiva Goldsmith a theory that Liana could be the Borg Queen.

"One of my first conversations with Akiva, just about the Borg Queen in general… 'You know, we could put it in there that Liana was actually assimilated.' He's like, 'It's *Star Trek*, we can do whatever we want,'" she recalled.

One highlight was working with *Back to the Future*'s Lea Thompson, who directed two episodes.

"I had an amazing time working with Lea!" said Wersching. "It's always rewarding to be directed by a fellow actor because they've been where you've been. There was a fun and challenging episode with the wire work and the physical stuff the Borg Queen did with only her torso and upper half. We had fun figuring it all out."

Thompson paid tribute to Wersching on her Facebook page.

"So sad we have lost the best of the best. I loved directing her. She was patient, kind, and amazingly brilliant in (*Picard*)," wrote Thompson.

"[It's] impossible to process," commented *Picard* production designer David Blass. "So much passion, energy, and love for her work. Such a joy to work with. She loved this role so much and really had fun with it.

"To know that she was dealing with this the whole time we were shooting, her with hours in the chair to get made up to be the Borg Queen, then to work all day and always with a smile and laughter. I cannot fathom how strong she was."

"Annie was a gift to us all, and an utter joy to work with," said Goldsmith. "Her entire *Star Trek* family is heartbroken. Our deepest condolences go out to her family."

Our sympathies to Annie's family at this time.

Annie Wersching, March 28 1977 – January 29 2023

A GoFundMe page has been set up to support Wersching's family: bit.ly/STE-AnnieWersching

https://www.gofundme.com/f/for-annies-boys-freddie-ozzie-and-archie

SPOILER WARNING!

RIKER RETURNS

Jonathan Frakes is everything, everywhere, all at once. We kid you not. Let's look at the man's current dance card. He reprised his iconic role as William Riker in all ten episodes of *Star Trek: Picard*'s third and final season. He directed two of the episodes as well. And, for the second season of *Star Trek: Strange New Worlds*, he directed the *Star Trek: Lower Decks* crossover episode. And, yes, there's more. He's acting again, in a non-*Trek* role, in an upcoming Hallmark Christmas movie! And hosting again, too, with a German version of *Beyond Belief: Fact or Fiction* on the way. *Star Trek Explorer* recently caught up with always amiable and eternally grateful Frakes and the conversation covered so much ground that we've decided to spread it across two issues. Below, you'll find part one of our exclusive interview, and be on the lookout for *Star Trek Explorer* #8 to read part two...

WORDS: **IAN SPELLING**

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> "THERE'S SOME WONDERFUL, REAL JOY IN THAT SCENE. YOU COULD SEE THE DEPTH OF THE RELATIONSHIPS. IT WAS CLEVER."

You were in season one of *Star Trek: Picard.* You directed two episodes in season one and two episodes in season two. What stood out to you about both those experiences, acting and directing?

I was at the end of Season 1. I was in the "Nepenthe" episode, when Picard (Patrick Stewart) and Soji (Isa Briones) came to visit Riker, Troi (Marina Sirtis), and their child. Then, at the end, I flew in and kicked some Romulan ass, which was great. Michael Chabon was responsible for bringing me back into the *Picard* world, and he was fabulous. I wish he was still with us. He's moving on to other projects. I had a blast. When I was asked to play Riker again, I got nervous because I had spent years directing Patrick, but I hadn't done much acting in anything and he was on fire from doing *Picard* and everything else he'd been playing. Marina closed a play on the West End that she had been starring in. Both of them had their acting chops and muscles flexed. I thought, "Oh man, if my friends bury me, I'm going to be pissed." It turned out to be great. We had a ball doing it. And for season three, the writing and the reunion were wonderful. How it was set up, this was probably the best season of *Picard*.

01 Picard (Patrick Stewart) with Riker (Jonathan Frakes) and Deanna Troi (Marina Sirtis) in the *Picard* season one episode, "Nepenthe"

02 Riker in *Star Trek: Picard* season three

03 The impressive spacedock, echoing past *Star Trek*, in "The Next Generation", the first epsode of Picard season three

How did season three fall into place? Did Terry Matalas call you and ask you to both act in and direct for it?

When I was directing in season two, early on – Episodes Three and Four – and he said, "Are you ready to play Riker?" I said, "Yeah, sure." Then he said, "No. I mean a *lot* of Riker." I said, "What are you really asking?"

He said, "I want to make sure that you are all in, because Riker is going to be a big part of this. They're breaking in the writers' room right now." He wrote the best s--t Riker ever had to do! Riker is in conflict with Picard, Riker takes the piss out of Worf. Riker and Troi have a very emotional reunion. Our marriage was having problems. He's let me be sarcastic. Terry has embraced all the things that I've always liked when they let me put a little of Frakes into the character. I don't know how everyone else feels, but I feel like I was well served in season three, as an actor. And I got to direct Episodes Three and Four of season three as well, which was great.

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Let's break some of that down. You were in all 10 episodes of season three. How ready were you to be what amounts to a series regular again?

It was great. It's easier to be an actor than it is to be a director when it comes to your mind and body. You get to rest as an actor. Actors, you've got people pampering you, filling in your bald spot, putting makeup under your bags, giving you clothes that fit, and bringing you lunch. You're pampered as an actor. It's great. Like I said, the lines don't come in and go out quite as easily, but there's time to work on that. As I said a minute ago, I was thrilled with what I got to do as Riker. It's so hard sometimes to separate Patrick and Picard, as those two people have become very fluid. But let's talk about Riker and Picard. Riker was who Picard chose to run this mission to go and save Beverly (Gates McFadden), who had reached out after many years because she was in very dire straits. Her son who turns out, as we now know, to be Picard's son – which was a very clever, dramatic, and emotional storyline – was beautiful. I got to direct the episode where she broke it to him. I thought that was clever. And this guy Ed Speleers crushed it as Jack.

So, the idea of being brought in by Picard early and being part of the adventure, if you will, then after we've rescued them, when he has to deal with that, it was sort of a carryover from the season one thing, where he comes to Riker and Troi because he doesn't know how to parent or what it's like to be a parent. This resonated the same way, because Riker has lost a son and lives with that pain. He advises his old dear friend and sort of brother, Picard, "Don't f--k this up. This is a great gift you've been given." Picard is torn, overwhelmed, and not thrilled that he hadn't been told. Patrick got a lot of colors to play with. "I've got a son that I didn't know about, at my age. An adult son." Riker tries to steer him towards embracing it and Picard doesn't really buy into it, which carries the story. The drama in the show is great. Remember, Gene Roddenberry always insisted that we not have any conflict among the crew. Gradually, over the four shows that Rick Berman supervised, and then on *Picard, Discovery*, and *Strange New Worlds*, the conflict and drama has filtered in. And it's all for the better.

Let's discuss playing both sides of the conflict with Sir Patrick. You've got the captain-to-captain, or captain-to-admiral headbutting, to put it more accurately. Then, you've got the friend-to-friend/father-to-father relationship…

That's a very good question. I should have mentioned that, captain to admiral. He's essentially retired. He will always be an admiral, but he doesn't have a ship. Todd Stashwick, we should talk about, too. He crushed it. He was the captain of the ship, and he was not thrilled that we were there, either. But, Patrick and I were both relishing the idea that we could have something to dig our teeth into instead of

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agreeing and planning how to go and get Amanda Plummer. The father-son story that the two of us struggled with, and the captain-to-admiral story, were well-layered and helped to move the story along. The Worf (Michael Dorn) and Raffi (Michelle Hurd) story was exciting, and Amanda Plummer is our greatest villain since Alice Krige. It was a very exciting season.

What did you appreciate about Riker's arc in season three?

Amanda Plummer's character, Vadic, used Troi as bait and threatened to kill her. She then kidnapped me and tried to get me to turn over information about the Titan. It was a hostage situation – that whole "I'm going to kill your wife" thing – so there was that drama to play with. Then, I know you were all surprised to know that we actually survived.

04 Seven of Nine (Jeri Ryan), Picard and Riker, on the bridge of the *U.S.S. Titan*-A in "The Next Generation"

05 Picard and Worf (Michael Dorn) in *Picard* season three

One of the great joys, as I mentioned earlier, was I got involved in the Worf/Raffi story, which was another big plot in the season. Worf changed his colors. He's a now a pacifist, and Riker couldn't bear that. By the end, we had Geordi (LeVar Burton) coming back, and he also had a problem with putting his child – who was on the bridge – in jeopardy. He blamed Picard for that. It was loaded. Troi and Riker, our marriage was struggling. Riker thought he was going to die, so he sent her a love letter via whatever communication system we used to send love letters. That was quite wonderful. And Jeri Ryan essentially took over the ship. Seven, the reluctant Starfleet member, was in the captain's chair at the end of the season, and that certainly sets up what would be an exciting new adventure for *Trek*.

What was it like to end the season, and possibly the series, with that poker game?

That was just like what we did in "All Good Things." Terry, to his credit, did something that I've never had any director do on any of the *Star Trek*s that I've been in. He had us ad-lib while we're playing poker, and just take the piss out of each other. We dealt some cards, and toasted and roasted each other. For the ad libs, he had the cameras moving around the table and capturing everything. There's some wonderful, real joy in that scene. You could see the depth of the relationships. It was clever. We ad-libbed for about 20 minutes while the cameras were rolling. I know that Terry mined some real gold based on the relationships that all of us have as friends, which clearly and obviously crosses over to the relationships all of us had as characters.

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> “FOR SEASON THREE, THE WRITING AND THE REUNION WERE WONDERFUL. HOW IT WAS SET UP, THIS WAS PROBABLY THE BEST SEASON OF *PICARD*.”

Various combinations of the full cast interacted before that poker scene in the last episode. What was it like to be in each other’s orbits again as actors?

It was pretty exciting. By the time we got halfway through the season, we were together again, because we were working together, even if we weren’t in scenes together. We were back to the routine that we used to be in when we went to the studio to shoot *The Next Generation*, here we’d see each other in the makeup trailer or have lunch together, that whole feeling. It felt like we had just gotten home on Friday and come back on Monday morning. You can’t beat that feeling.

You mentioned Todd Stashwick and Amanda Plummer. Since you directed both of them and acted with them, and since I think you worked with Stashwick before *Picard*, what more can you tell us about them?

I thought Amanda was astounding, with the swings that she takes as an actor and the choices that she makes. I was really impressed. I enjoyed working with her. I enjoyed the physicality that she chose. She was very hands-on with the hair, makeup, and costume, and probably some of the writing as well. She’s smart. She’s a wonderful actor, and a great get for the franchise. It’s like Alfre (Woodard), (James) Cromwell, Alice (Krige), and F. Murray (Abraham). The quality! She’s a movie star. And it certainly didn’t hurt to get another Plummer, even though Christopher Plummer was a Klingon. She was a pleasure.

Stashwick I had worked with before on *Leverage* and *Burn Notice*. I’ve known him, and he’s a great actor. He’s been in Terry’s rep company, because he was on *12 Monkeys*. He and Ed (Speleers), I got very close with both of them, and they were just dying that they had been sitting on this secret for a year. It was more than a year ago that we shot the show, and they had to sit and not talk about the fact that Ed was actually Picard’s son and Stashwick was playing a captain on *Star Trek*, which was a dream of his. I’m trying to get him out to the convention circuit because he’s going to do very well out there.

Our interview with Jonathan Frakes continues in Star Trek Explorer #8, on sale later this year

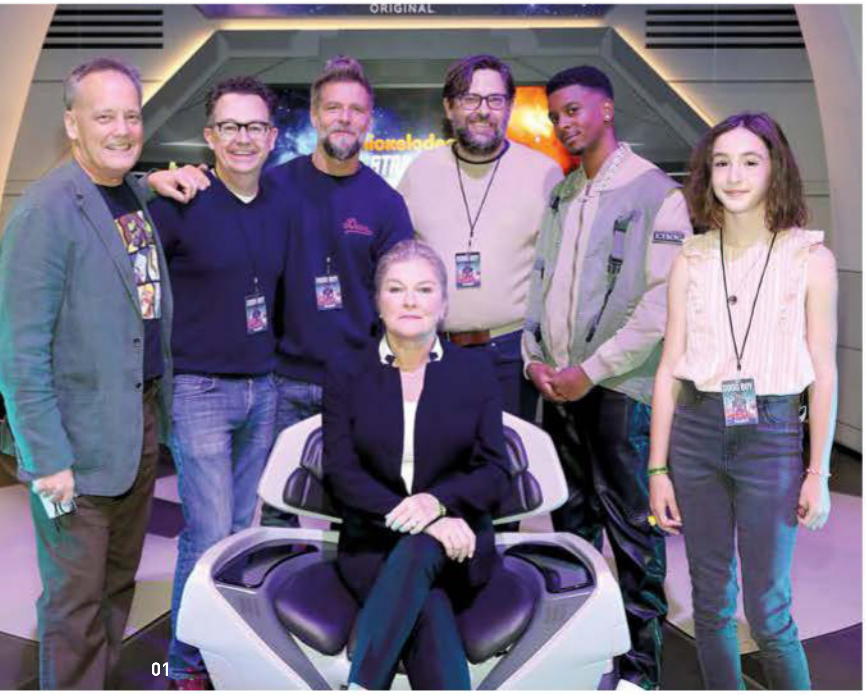
Follow Jonathan Frakes on Twitter @jonathansfrakes

FINDING THE

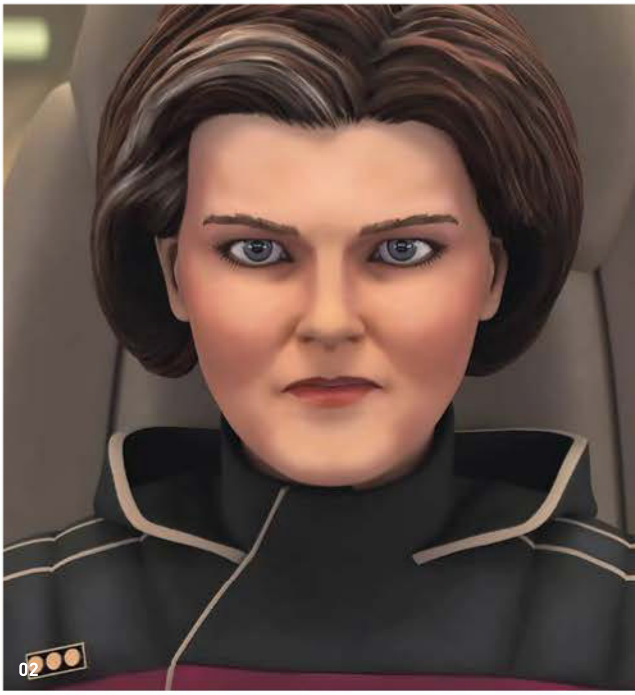
RIGHT BALANCE

Star Trek: Prodigy toes a fine line to make it accessible to both kids and adults, as we discovered in a round table chat with voice cast actors Kate Mulgrew and others, and separate interviews with Bill Campbell, who reprised his *Star Trek: The Next Generation* role of the Outrageous Okana, and Ronny Cox, back as Edward Jellico...

WORDS: KURT ANTHONY KRUG



01 Left to right: Dee Bradley Baker, Kevin Hageman, Ben Hibon, Kate Mulgrew, Dan Hageman, Brett Gray and Rylee Alazraqui, pictured at New York Comic Con 2021. Photo: Monica Schipper/ Paramount+



02 Admiral Janeway

Not only did the creators of *Star Trek: Prodigy*, the third animated series in the *Star Trek* canon, make sure it was aimed at kids as their gateway into the 56-year franchise, they knew there also had to be something to appeal to long-time adult fans as well.

The premise of *Prodigy*, which made its well-received debut in 2021, the tenth *Star Trek* series, saw a ragtag group of kids in the Delta Quadrant commandeer the *U.S.S. Protostar* to try to escape the Diviner (John Noble). Along the way, they learn more about Starfleet and are guided by a hologram of Kathryn Janeway (Kate Mulgrew). Unknown to them, the *U.S.S. Protostar* was under the command of Captain Chakotay (Robert Beltran), who's now MIA.

The Hageman Brothers – Kevin and Dan – are the co-creators, co-showrunners, and co-executive producers of *Prodigy*. Along with Mulgrew, Brett Gray (Dal R'El), Jameela Jamil (Lt. Asencia), and co-executive producer/ director Ben Hibon, they discussed finding that balance to make it accessible for both kids and adults alike, and teased what was next for the *Prodigy* crew at the New York Comic Con, several weeks before the second half of season one debuted on Paramount+. Rather than risk spoiling any series surprises, we're running this interview after the first season's full run – but if you still haven't watched it, be warned, there may be spoilers ahead…

03 Billy Campbell played Thadiun Okona in "The Outrageous Okona," a second season episode of *Star Trek: The Next Generation* that originally aired in 1988

04 Billy Campbell as Thadiun Okona, in animated form

05 Dal R'El and a hologram of Kathryn Janeway on the bridge of the *U.S.S. Protostar*

> "WHEN WE FIRST PITCHED THIS TO NICKELODEON, WE WARNED THEM, 'THIS IS NOT YOUR ORDINARY NICKELODEON PROGRAM.'"
>
> DAN HAGEMAN

***Star Trek Explorer*: Dan, Kevin, on *Prodigy*, do you want to connect with young kids to get them into *Trek* or do you want to connect with long-time fans?**

Dan Hageman: Everyone. From Day One.

Kevin Hagemen: Even non-*Star Trek* fans.

Dan Hageman: When we first pitched this to Nickelodeon, we warned them, "This is not your ordinary Nickelodeon program." We told them we're going to be targeting everyone – adults as well as kids.

What specifically are you gearing towards adults?

Kevin Hageman: For adults, it's the emotional complexity. It's not writing down to kids; it's having an intelligence in there. I think just good storytelling. If it's good, strong storytelling, it should grab both, young and old, like a good Pixar movie.

Dan Hageman: If we wrote younger, it really wouldn't fit in the *Star Trek* canon. It would be like, "Who are these characters? And why are the villains goofy or whatever?" That's one thing we always wanted to do (when writing for all-ages) is make sure the villain is a real threat – a real three-dimensional character with real stakes, who's not gonna slip on banana peels but is really gonna do their best to stop these kids. It's up to the kids to live up to that moment.

Ben Hibon: It adds that youthful, playful energy to the show and it's a cast of younger characters… There is a very grounded logic to *Star Trek* in general, which I think we absolutely embrace. We have to stay within that box. The show, being canon and being a continuation of the storylines and characters, can't suddenly have the laws of physics changing and things like that… it must fit the tone of *Star Trek*.

TOTALLY OUTRAGEOUS

Billy Campbell was thrilled to reprise his role as Okona, as Kurt Anthony Krug discovered…

Before his star-turning roles in 1991's *The Rocketeer* and 1992's *Bram Stoker's Dracula*, Billy Campbell guest-starred on *Star Trek: The Next Generation* as Captain Thadiun Okona, in the season two episode "The Outrageous Okona" – a role he recently reprised on *Star Trek: Prodigy*.

"It's thrilling! It's thrilling, particularly as I was not terribly content or proud of my original performance on (TNG)," confessed Campbell, 63. "I really didn't like the dialogue… I wasn't a good enough actor at the time to make it better and to make myself comfortable. I was terribly self-conscious, and I can see it! I can see it every time I watch it! It's very difficult for me to watch, so I was thrilled when (the *Prodigy* creators) came to me with the opportunity to reprise the role."

A native of Charlottesville, VA, Campbell never expected to play the roguish freighter captain, con man, and playboy again after 34 years.

"Oh God, no. I thought it was all done and over with, although I had my distant hopes," he reveals. "I'm a bit of a Trekkie, so it was fun for me to think Okona was still out there somewhere, still doing squalid things. To have him resurface has just been a huge thrill for me," he said. "I'm just thrilled for Okona to be weaseling his way through the universe again."

Campbell did have some input into how Okona has changed since his first appearance in 1988.

"I suggested perhaps he may have lost an eye along the way, maybe have a beer gut, and be a little worse for wear – and they thought that sounded great," he said. "I'm really happy with the direction they've taken him; he's grubbier and seedier than he was last time. I love that about him."

As for how Okona lost his eye, Campbell laughed.

"Who knows?" he said. "He lost his eye doing something stupid, probably, but he also created some kind of heroic story to explain it."

In *Prodigy*, Okona joins forces with the ragtag crew of the *U.S.S. Protostar* and runs afoul of Admiral Janeway over the course of several episodes.

Okona wasn't Campbell's first foray into TNG. Casting director Junie Lowry-Johnson recommended he audition for the role of Commander William Riker. In fact, he was a runner-up for Riker, neck-and-neck with Jonathan Frakes, who got the role.

"I got quite far in the process. It was down to me and Jonathan. We had a final meeting, just me and him, going into this big room with this big conference table with all these studio executives," he recalled.

By his own admission, Campbell didn't do well.

"I blew it!" he recalled. "I think I embarrassed Junie in this meeting. Jonathan, as ever, was a gentleman, and I'm sure he just blew them away in the room. The best man got the job. I was mortified. I felt I really, really let her down."

Several months later, Campbell reconnected with Lowry-Johnson and apologized. Much to his relief, she wasn't angry.

"She said, 'Oh, honey, don't even think about it! Jonathan turned out to be perfect and he's just fantastic! Everybody's thrilled with him! Everything worked out for the best!'

"I said, 'I'm so glad that you're not mad. Does that mean maybe I can do an episode because I really wanted to be on TNG,'" recalled Campbell. "She said, 'You wanna do an episode? I'll call you right back.' She called me back the next day – 'I have an episode for you.' And that's how I came to be Okona."

***Trek* Trivia!** Fans will of course know the character had a non-speaking cameo, too, as a DJ on "An Embarrassment of Dooplers," a second season episode of *Star Trek: Lower Decks*.

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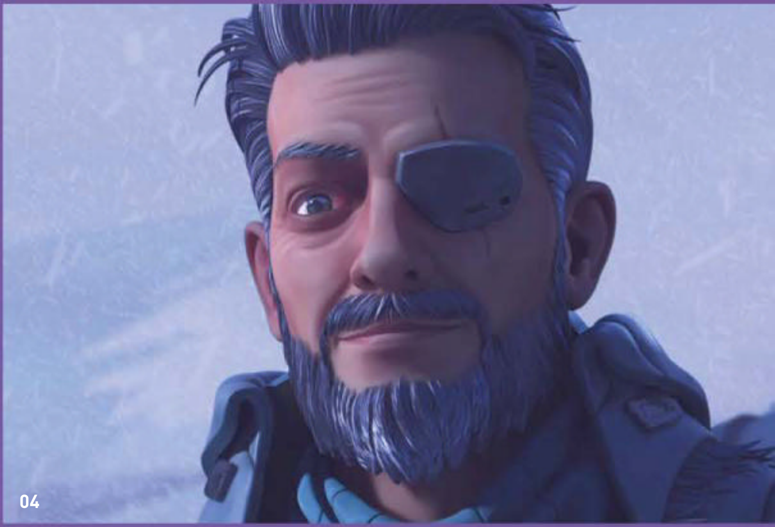

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How do you toe that line regarding some of the show's darker elements with children?

Dan Hageman: Obviously, with *Trollhunters* [*the Hageman Brothers' previous series - Ed*], we had an ongoing theme about growing up and the challenges of growing up. It's not black and white, it's gray. We're transitioning kids to becoming empowered young adults.

Kevin Hageman: We're always trying to find that (balance). Everyone's taste is different… Emotionally, I learned from my kids that emotional stories are scary too… but it's okay in the end, as long as it uplifts somehow.

Kate, Hologram Janeway was a mother-figure to the kids on *Prodigy*. You played Hologram Janeway and also Admiral Janeway. Please compare and contrast.

Kate Mulgrew: You could say motherly, but I would suggest when you're dealing with children who have been imperiled, in jeopardy all of their lives, their only experience is danger, it is very good and wise to lighten up a little bit, to issue a directive or a suggestion with authority but not this kind of voice (*uses a stern inflection, then voice normalizes*) – that's not gonna fly with these kids. It has to be issued very carefully, and with heart and with warmth, as if I'm really fully focusing on them.

Admiral Janeway doesn't have any time – it's gotta be go, go, go! (*Kate here speaks quickly, sharply*). But as Hologram Janeway (*speaks slower, calmer*), I've gotta get the *U.S.S. Protostar* out of there and they've got to do it, so the voice lightens a little bit and remains grounded at the same time.

Can you speak about the challenges of playing two different versions of Janeway?

Kate Mulgrew: Spoiler: There are not just two iterations of Janeway. The possibilities are infinite. The distinction was crucial. Also, it has to be fairly subtle; we are talking about the same essential characteristics. In one, limited is not the word; they have to be very structured with the hologram.

In the other, the sky's the limit, so I'm letting Admiral Janeway just rip through it. I mean, she's got a lot of temperament and she's *earned* it. She's a seasoned explorer now. She's afraid of nothing and she shows that. And her vulnerability has deepened at the same time to this great tenderness, especially about Chakotay; that haunts Janeway. I'm really having fun showing this vocally.

There's a third incarnation?

Kate Mulgrew: There is no limit to the iterations of Janeway, because we're gonna go through the quadrants of space, the factions of space, involving time travel. There's gonna be temporal anomalies, there's gonna be all that kind of stuff that allows for all sorts of bizarre things. So all of this is yet to come.

Brett, Jameela, were you familiar with *Star Trek* before you joined the cast?

Brett Gray: No, I wasn't, although it's funny because coming into it, I thought I should be. I was thinking I should watch every single *Star Trek* (*laughs*)… The Hagemans were very supportive of us, specifically my character not knowing a lot because Dal is discovering things by himself.

"EMOTIONALLY, I LEARNED FROM MY KIDS THAT EMOTIONAL STORIES ARE SCARY TOO… BUT IT'S OKAY IN THE END, AS LONG AS IT UPLIFTS SOMEHOW."

KEVIN HAGEMAN

I remember doing one of the first captain's logs, I was so flippant and like, "Oh, this is cool. I get to do all these things." Apparently, they're usually done matter-of-factly and it's big business. The Hagemans were so open to it; they loved that it was so free-flowing and felt it was totally appropriate for the arc of the character to not really know how to do a captain's log until much later, so I think in some ways not doing research has been freeing me up to bring something new, hopefully, to the franchise.

Jameela Jamil: I've been watching *Star Trek* with my brother since I was a little kid… I think that's what's so cool about this franchise is that it teaches you so many important things about life and different people and the differences we have and how we can overcome them to work together. You don't realize you're being taught that. A spoonful of sugar helps the medicine go down. It's a well-disguised lesson.

Did you realize being in *Star Trek* would be this big?

Brett Gray: I was extremely intimidated. Even from the first audition, I was like, "Oh, man. This is *Star Trek*. It's not something you can play around with. It's this big, big, *big* franchise!" It's been really cool, to be honest with you. Everyone's been super welcoming to us... I felt really supported so far.

How is Dal settling in as the captain?

Brett Gray: I think he's starting to find his finesse in terms of leadership. Y'know, the Starfleet uniforms do something for him. I think he's really learning how to utilize his strengths and to lean on other people where he might fall short and be weaker. I think that makes him feel incredible because the support of his crew and his friends makes him realize how important it is to be the leader. Even though he just decided he would be the captain, I think it was important for him to learn this about himself and other people and how to emphasize.

Jameela, you grew up with *Star Trek: Voyager*, now you're acting alongside Kate Mulgrew. How did that feel?

Jameela Jamil: It's incredible. I'll never forget the first moment Kate's voice came through my headphones when I was in the recording booth. You normally record you lines solo… I don't normally get to hear the other actors. I interact so happily with her, that they thankfully recorded her part with mine, so I got to say all my lines to her voice, so proper chills! So surreal!

How did you like seeing yourself in animation?

Jameela Jamil: I was blown away! As a fan, I felt very honored that they would make this much effort. Even though it caters to a younger audience, they spared no expense when it came to how gorgeous it looks. It can compete with any animation in the world, I think, and it feels so immersive. *Prodigy* is so beautiful, so well-delivered and so well-written. It's written on two planes, where it feels absolutely like a parent and a child can watch it at the same time and enjoy it in different ways, but equally. That's really cool.

***Star Trek* has been around for over 50 years. What makes *Prodigy* stand out?**

Dan Hageman: We really wanted to bring a lot of heart in our show – that's just the type of storytellers we are, especially

POLARIZING!

Ronny Cox's Controversial Jellico May Well Be One of *Star Trek*'s Best Captains

By Kurt Anthony Krug

These days, Ronny Cox – best known for his roles in *Beverly Hills Cop, Beverly Hills Cop II, RoboCop, Total Recall,* and *Murder at 1600* – considers himself more of a musician than an actor, playing in approximately 100 music festivals per year.

Still, Cox, 84, gets offers to act, but he's very selective about them. However, he jumped at the chance to reprise his role as Edward Jellico, a character who debuted in the highly-lauded two-part episode, *Star Trek: The Next Generation* Season Six "Chain of Command" on the animated *Star Trek: Prodigy*.

"(The creators) just called up my agents and asked. It appealed to me to be depicted in a cartoon. I love the artwork they did of Jellico. Pretty cool, don't you think?

"I love the idea of exposing *Star Trek* to a younger audience," added Cox. "I'm reticent to take many acting jobs, but these are fairly painless for me to do. I do them here at home over the computer. It scratches that acting itch that I have, so it was a very easy decision for me."

On *Prodigy*, Jellico – whose take-charge, abrupt, abrasive command style has polarized *Trek* fans for 30 years – is an admiral and Vice Admiral Kathryn Janeway's (Kate Mulgrew) superior officer. The two don't always see eye-to-eye.

"He's just a straight-forward leader," Cox explains. "He's clear-headed. Frankly, in Jellico's universe, if people just listen to him and do as he says, things will be fine.

"Jellico through the years has been a touchstone character, on TNG. People either love him or hate him because of his command style. There's a whole host of people that realize Jellico was one of the best captains they ever had, on *Trek*."

Cox is aware that Jellico has been used in novels, specifically Peter David's *Star Trek: New Frontier* series, and even starred in his own comic book, *Star Trek – Captain's Log: Jellico*, published by IDW. In fact, Cox has several copies.

In "Chain of Command," Jellico becomes captain of the *U.S.S. Enterprise* after Captain Jean-Luc Picard (Patrick Stewart) is sent on a covert mission, where he's subsequently captured and tortured by the Cardassians. Jellico's style rubs the crew the wrong way, particularly William Riker (Jonathan Frakes), whom he eventually relieves of command. In the end, Picard is rescued and reinstated as captain of the *U.S.S. Enterprise*.

According to Cox, Jellico "scratched a lot of itches" on TNG. For instance, Jellico orders Deanna Troi (Marina Sirtis) to wear a proper Starfleet uniform while on duty. Sirtis wanted this done to remind audiences that she played an officer with command authority.

"It was really at her request that the creators wrote that in, although guys in my fandom have vilified me for making me have her put some clothes on!" said Cox, laughing.

Jellico also demanded the pet fish be removed from the Ready Room, which suited Stewart fine.

"Patrick really hated those fish," recalled Cox. "His whole point was, 'We're doing a series about how all species in the known universe have dignity and we have captured fish in the Ready Room? That seems wrong.' The directors loved being able to shoot through that fishbowl. For those two episodes, Patrick got his wish."

When he made his film debut in 1972's *Deliverance* as Drew, Cox stated that he was typecast as the nice guy for 10-15 years, until he played evil corporate executive Dick Jones in 1987's *RoboCop*. He called that role a big boon to his career, which opened many doors, including the opportunity to play Jellico.

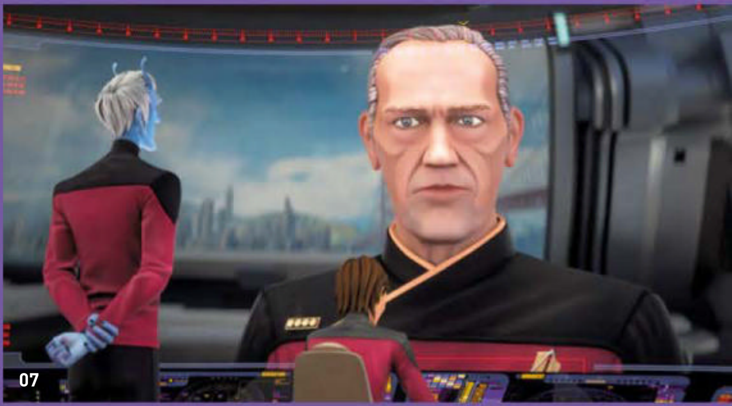
"It was an interesting part. It was a departure. I love playing those characters that most people overplay," said Cox. "I saw Jellico from the get-go as a positive force on that show. I never saw the downside of people not liking his command style; that was immaterial to me as an actor."

Of the pros and cons about playing him again, remotely, Cox is candid.

"When you're sitting in your room alone with your computer with your headphones on and you're reciting, the producers are giving you feed lines, but that's not the same as playing off somebody else.

"That's a frustration," he added. "In some ways, it's easier to play Jellico that way, because he's more detached anyway than you normally would be when you're interacting with another character... but the fun of acting is having a person say something and bouncing it back and forth – that's a joy."

06



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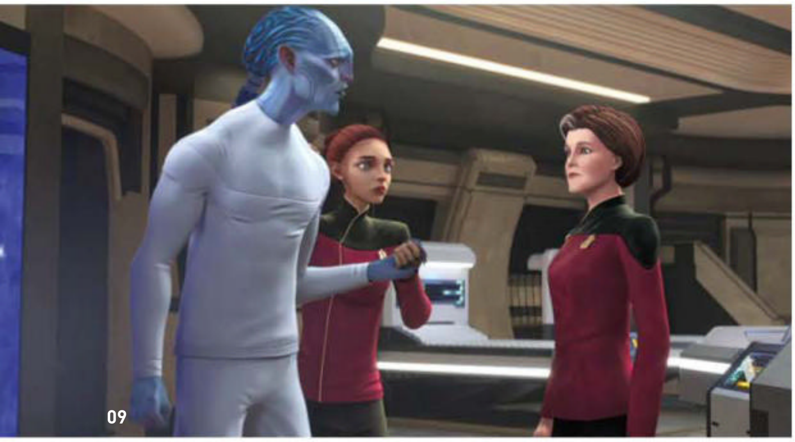

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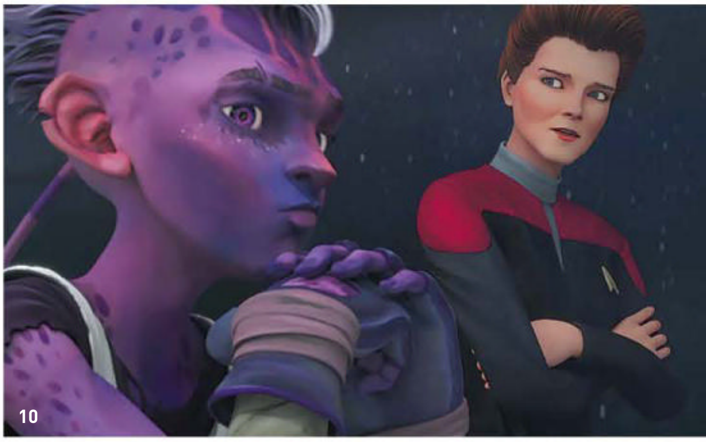


10

when you see these next 10 episodes. I think we're the most emotionally-driven *Star Trek*, if that makes sense.

Ben Hibon: The show stars a group of ragtag kids who are imperfect. It's very aspirational, very engaging from the conception of the show. Being animated allowed us to embrace the legacy of *Star Trek* well but also redesign some aspects of it to fit the medium, which I think was a very exciting kind of enterprise for all of us. It gives it a very different flavor.

Brett Gray: This show is important because it's one of those shows that you can watch with everyone in the room – your grandma, you, and also the kids... There's so many important lessons for everyone to learn at any age that we tackle in this show that's coated with honey and adventure and danger and grandeur.

I think it's just a good time for anyone watching it. I think adults watching it will find there is much complexity in the story, there are lots of big ideas that are tackled. I think for any kid watching, there is a character they will relate to or a species they will relate to and see themselves in and to learn and grow with.

And for also anybody like myself who hasn't had an introduction into the *Star Trek* universe, it can be intimidating. This, I would say, is a great show to watch – (it's) totally a great jumping on point. We're still (in) season one, so there's so much time to be able get in there.

What excited you most about the second part of the first season?

Kevin Hageman: The first 10, you're getting to know the characters. The next 10, you should fall in love with the characters. And that makes the ride more compelling and dramatic and lasting.

Dan Hageman: What's fantastic is the real Admiral Janeway is on the hunt for the *U.S.S. Protostar*, and the kids have to escape her. How do they do that? These kids just learned how to fly a starship are now going against Starfleet – that's a massive challenge!

Brett Gray: Dal finds out for sure what he is, who he is, where he comes from, what his purpose is… Finding out what Dal is and who he is a big moment for all of *Star Trek*, as an entire franchise.

What's happening with Chakotay?

Kevin Hageman: The kids don't know there's a whole other story going on with the *Voyager* and Chakotay element. That's something we want to remind people, and we don't resolve that.

Dan Hageman: *Prodigy* is an ongoing story that's going to keep getting deeper and deeper… We have amazing episodes with him [to come].

Can you at least give a hint?

Kate Mulgrew: You'll not be disappointed. Is that good enough?

Stay tuned for our Definitive Guide to Star Trek: Prodigy Season One – Coming Soon…

06 Capt. Edward Jellico (Ronny Cox) exchanges harsh words with Cmdr. William Riker (Jonathan Frakes) in "Chain of Command"

07 Jellico in *Star Trek: Prodigy*

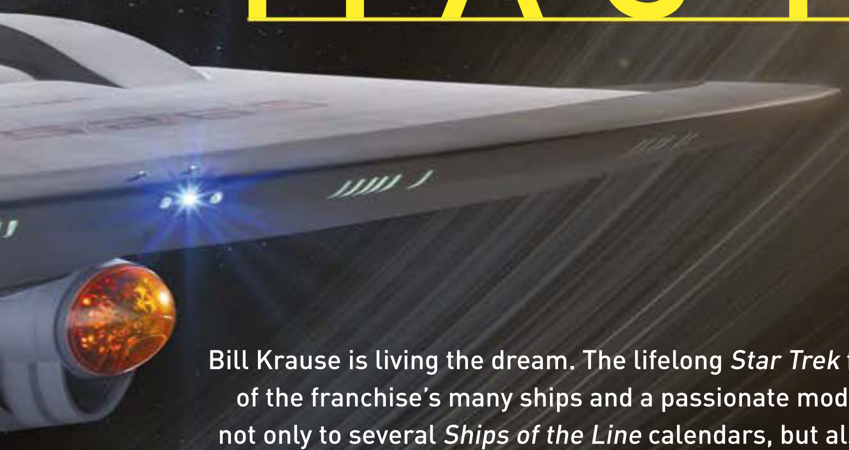
08 *Prodigy* creators Ben Hibon, Kevin Hageman and Dan Hageman. Photo: Monica Schipper/ Paramount+

09 Lt. Asencia and Admiral Janeway *Star Trek: Prodigy*

10 Dal R'El and a hologram of Kathryn Janeway

MODEL

MASTER



Bill Krause is living the dream. The lifelong *Star Trek* fan, who's both an aficionado of the franchise's many ships and a passionate model builder, has contributed not only to several *Ships of the Line* calendars, but also to *Star Trek: Picard*. And, even better, in an age when everything is done digitally, Krause designs and crafts physical models. It's a remarkable story, one that *Star Trek Explorer* is pleased to share with readers. Here's what he had to say during a recent conversation...

WORDS: IAN SPELLING

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U.S.S. ENDURANCE

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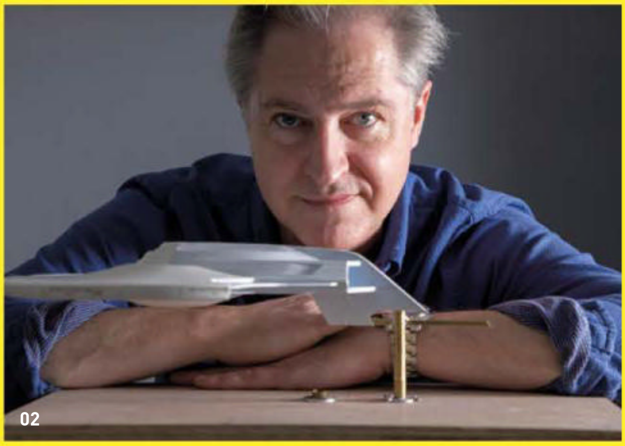

02

U.S.S. LAGRANGE
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03

NCC-526
U.S.S. ENDURANCE

04

U.S.S. VOYAGER
NCC-74656

05

How deep is your *Star Trek* love?

Pretty deep. I've been a fan since the original series, having grown up with that in the early 1970s, with the reruns in syndication. In my neighborhood, myself as well as my friends all played *Star Trek* every year, every summer, wearing *Star Trek* shirts. That was my childhood, I remember, and it's always been part of my life. As the franchise evolved, so did I. It's been nearly 50 years.

How did you become so into the ships?

I've always been interested in model building. Of course, the ship was the thing I could model. Kits were pretty rare, at the time. You could get the *U.S.S. Enterprise* as a kit. Eventually, when *Star Trek: The Motion Picture* came out, you could get other ships. When it was just the *U.S.S. Enterprise*, I was more interested in seeing what other ships were out there, so I started to design and build my own ships that might not have been seen, but maybe were in the background.

What's your absolute favorite ship?

Probably the *U.S.S. Enterprise* Refit, as seen in *The Motion Picture*. That design, when I first saw it on the screen, brought the starship to life. It made it look like it was a real craft when you saw that intricate detail, so well modified and modernized from what you saw on TOS. That was like my first true love, when I saw that ship in its five minutes of glory, with the famous Kirk and Scotty tour around it.

You spent 30-plus years in Ohio working in video production, editing, graphic design, and animation, and ran your own company. You retired a few years ago, and pursued ship-building again in earnest, which led you to *Star Trek*'s Doug Drexler, John Eaves, and Dave Blass. Take us through that.

Once I got into college, married, and had kids, there wasn't much time for doing starship stuff as a hobby. It was about 2015 when I returned to the hobby, designing my own ships, and posting lots of photos on Facebook. It was picked up by Doug. He was a judge for an online starship design contest, and liked what he saw. At that time, I was posting images of my starship models composited with space backgrounds. He was doing that kind of thing with the *Ships of the Line* calendar, so he invited me to submit artwork, using my models as the subject. Most of these calendars had been done using all digital assets, all computer-created backgrounds and ships, but I was using actual physical model ships. I still am. I think I'm one of the few people still doing that. The calendar was my gig once a year.

At some point, my name got dropped around Paramount to CBS. John Eaves, who was also a friend – and who'd been trying to get my foot in the door for a while -- had me put together a portfolio of my model work to submit for *Star Trek: Picard* season one. I said, "That'd be great. I'd love to do that." Of course, they didn't really need my work for that series.

But they did need something for season two…

When season two rolled around, my name got brought back into the conversation. John was trying to propose the idea of self-illuminated registries on the starship's hull, rather than spotlights. I'd been doing this physically, with my models, having

01 *Concept art of the U.S.S. Endurance*, which featured in the videogame, *Armada*

02 Bill Krause, and model...

03 The *U.S.S. LaGrange*, model by Bill Krause. The ship featured in the *Starfleet Academy* game

04 *U.S.S. Endurance* shuttlecraft

05 Bill's model of the *U.S.S. Voyager* backlit letters and numbers on the back of the hull. They were going to do that for some of the ships in season two, and they – Dave Blass, Terry Matalas, John, the whole *Picard* art department – were all directed to my Instagram account. They looked at my stuff and said, "Yeah, we can do that." John sold them on the idea.

They eventually decided not to do that, but my name was still there. Dave thought, "Maybe he can build these prop models." So I built the gold-plated ready room models seen in the back of the lounge on the new *U.S.S. Stargazer*. Through Instagram, they contacted me to build the new ship model, the *Sagan*-class, designed by Doug, Dave, and John, and also recreate a new *Constellation U.S.S. Stargazer*, that Rick Sternbach built back in the 1980s. While I was doing that, they asked, "Can you design and build a predecessor to the *Stargazer*, the first ship to bear the name?" I said, "Absolutely, I'd be thrilled." I got to design and then build that as well. They were all built and gold plated to be hung on the wall, for season two. Then, season three rolled around…

And there was little lag time, because seasons two and three shot back to back.

Yes. They were redressing the set from season two, to season three. They said, "We need a ship for season three." Terry liked one of my designs, the *Shangri-La*, which was the first ship I built, in 2014, when I first got back into the hobby. It's been around for a while, but he really liked that ship. It's a TMP-era ship with my own design, a great Andy Probert-inspired background cruiser, with a sleek hull and engine. Terry wanted to buy it, but I'd sold it – the actual model – to a friend a few years before. So, I started the process of building him another one during season two.

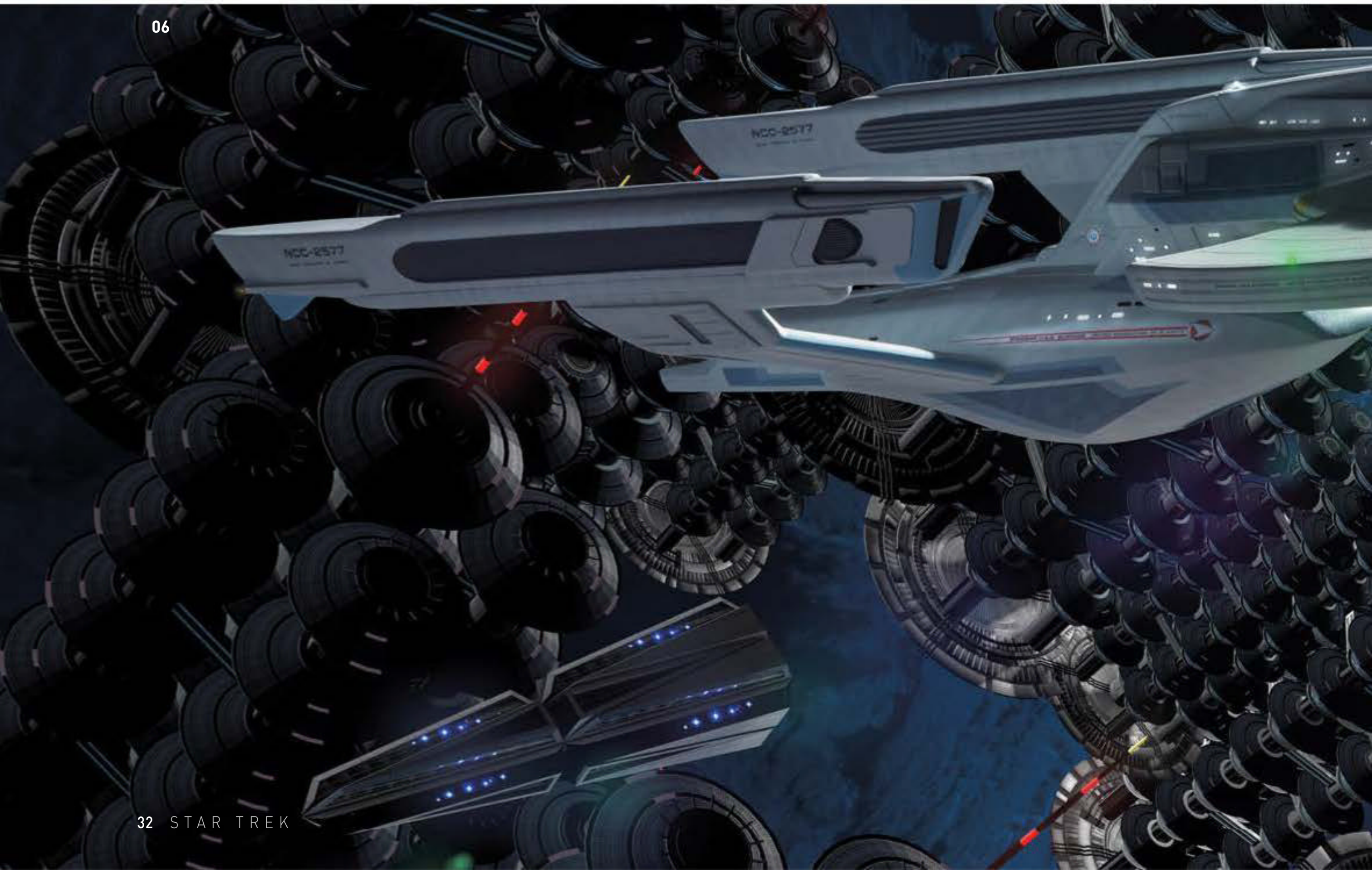
One Saturday afternoon, I got an email from Dave saying, "What would the *Shangri-La* look like with *Picard*-era engines?" I said, "I don't know. I just built this. I don't have a digital model. I can mock it up. I have a couple extra copies of the *Stargazer* engines from the season two, just laying here. I can photoshop them in place of the old ones." I emailed a quick mockup that evening. The next morning, Dave emailed to say, "Okay, we're going with it!" I thought, "Going with what?" I had no idea what it was for, but sure. Okay!

So, you were in the dark about what they wanted the ship for, right?

Right, and eventually I found out it was going to be the big hero ship for season three. Dave had asked Terry to look at my portfolio again, of all the ships I'd designed, looking for "his" ship, not knowing, again, what "his" ship meant. I knew nothing about season three, but it started dawning on me, "Okay, this is the hero ship for season three and they're using the *Shangri-La* in some form for that ship."

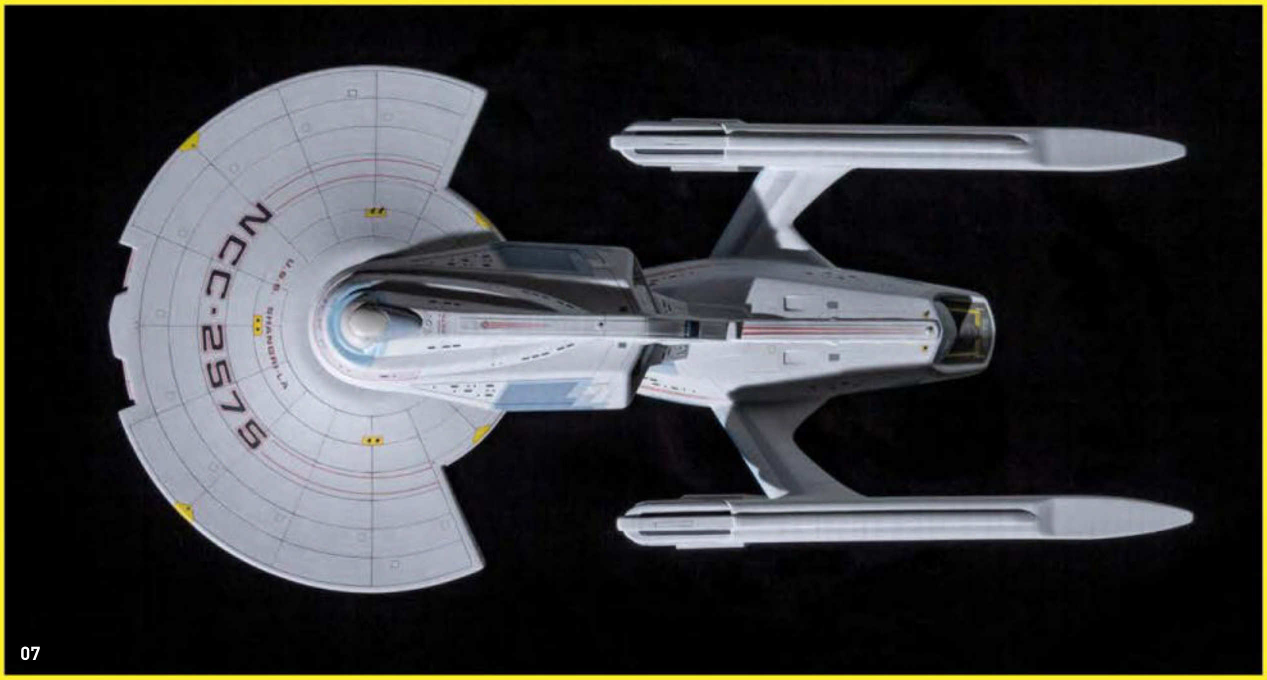
Dave said they were good to go and asked, "Can we have the digital files so we can start visual effects and all the other things that go around that?" I said, "It doesn't exist as a digital file. I designed this model seven years ago. It was physically scratch-built. I'm leaving the next day for a photo shoot, for a month."

06



06 The *U.S.S. Shangri-La*, a ship Bill first built in 2014

07 The *U.S.S. Surprise* and *Shangri-La*, composited for the 2022 *Ships of the Line* calendar, art by Bill Krause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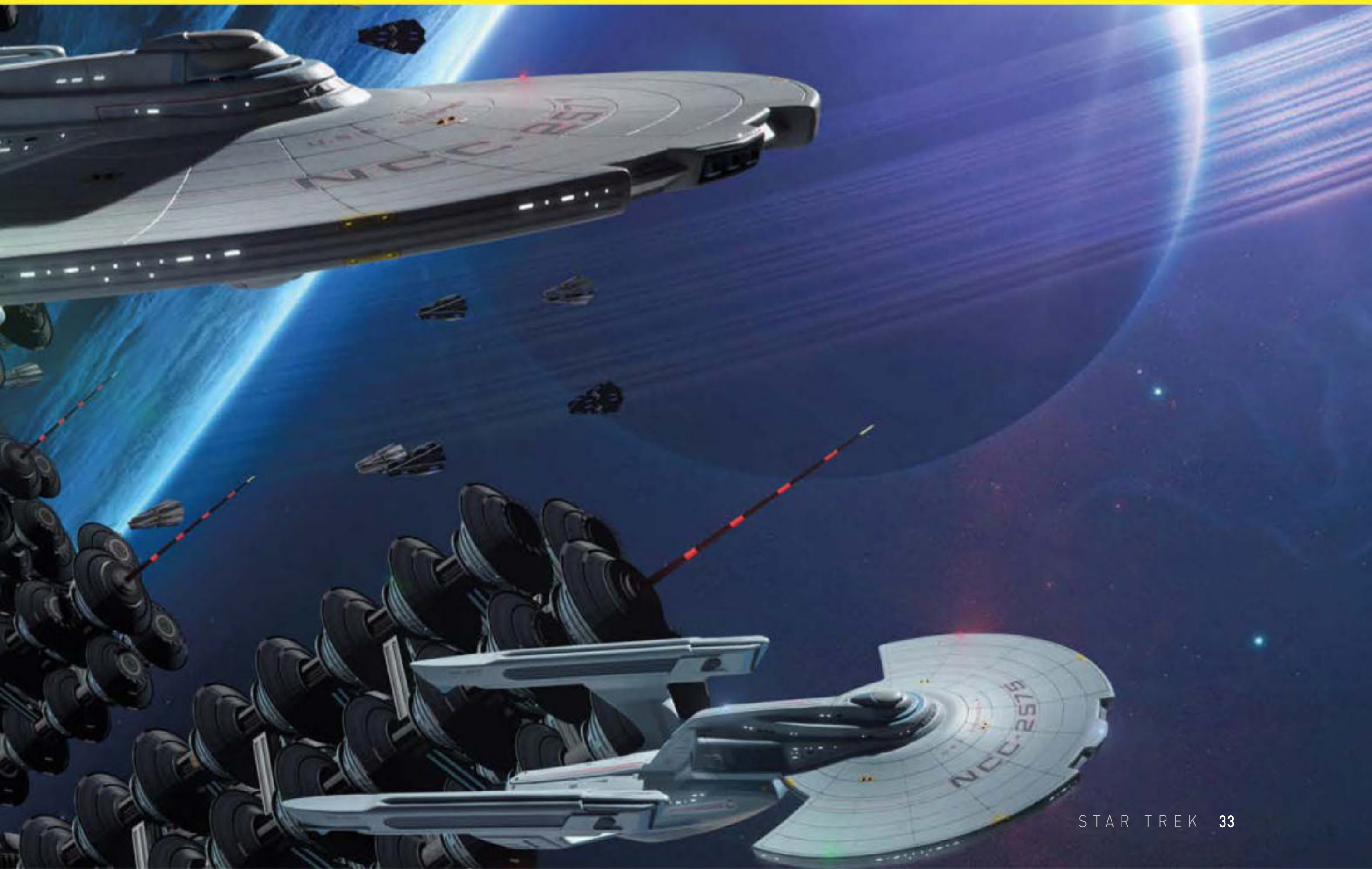
U.S.S. SHANGRI-LA

07

> "THE *WASP*… IT'S A VERY INSECTOID, EVIL-LOOKING SHIP."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> “THAT’S THE ULTIMATE GOAL, RIGHT THERE, AS A MODEL BUILDER, TO SEE YOUR MODEL ON A STORE SHELF AND BEING BUILT BY SOMEBODY ELSE.

That’s when they brought in Doug Drexler. How did you help him?

I took a ton of photographs, so he could rebuild the model digitally as a 3D model. He had a week. It was a rush. I never saw it again until it was almost approved, but they hadn’t done much to change it. They added new engines and changed out the bridge to the new *Stargazer*. That was the look for all the ships in season three, to cut and paste the same engine and bridge module on every ship. I realized that in rushing faster like that, they’re going to reuse that stuff, so that’s where that went.

I also got to design another ship you’ll see later on in season three, which I got to spend more time on. It was more back and forth between Terry and Doug, but that’s only one episode.

The second ship is the *U.S.S. Intrepid*, seen in season three, Episode 5. It’s another Federation ship. What did you base that on?

It’s based on my other ship, the *Wasp*. It’s a very insectoid, evil-looking ship. That’s what Terry liked; he saw that on Instagram. That was about the time I finished all the season two stuff and other stuff I had put off. I’d been free and clear to do whatever I wanted, get back to designing other ships. I’d built the *Wasp*, along with the *Shangri-La*, back in 2015. I was working on another version that made it look like the TOS predecessor. I had redesigned it. Terry saw the concept and went, “Ooh! I could use that.” I go, “Oh, okay.” “Can you make this look like a *Picard*-era ship?’ I said, “Probably.” That also got modified to the same engine and bridge module, but it retains more of the look I intended than the *Titan* did.

How hopeful are you that you’ll get to contribute to *Star Trek: Strange New Worlds* and whatever might come next?

I know that they’re all different companies. *Strange New Worlds* shoots in Toronto and *Picard* was in Los Angeles. Terry called me “his starship designer.” If he gets another show, I’m hoping – fingers crossed – he might ask me to do that. But I’ve had my 15 minutes of fame. I expect they’ll probably hire some real designers and guys more skilled than me to design better ships. I feel very honored to have done this.

This has been a hobby for decades. Now, your ships are on screen. What goes through your mind?

It’s just unreal. It’s every *Star Trek* fan’s dream to have their ship seen on a show. For forever, you’d see just the *U.S.S. Enterprise* design as done by Doug Drexler, John Eaves, Rick Sternbach, and Andrew Probert. Those are all legendary guys. Those are my idols, and to be associated with them in any small way is unbelievably unreal.

How cool will it be if everything comes full-circle, and one day a kid out there buys a Star *Trek* ship model of something you created, and it inspires him or her to do what you’ve done?

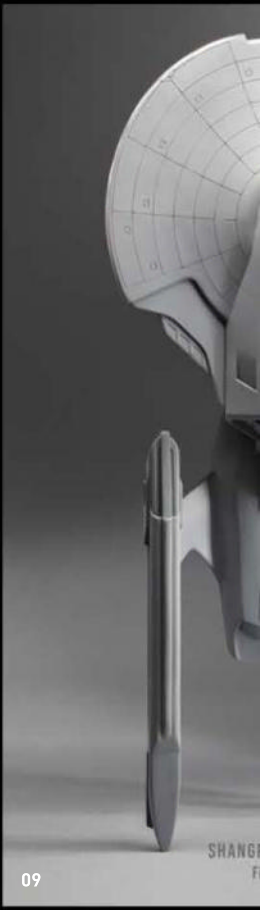
That’s the ultimate goal, right there, as a model builder, to see your model on a store shelf and being built by somebody else. That is one thing I’m looking forward to. When I found out about this, my first thoughts were, “My gosh, this could be a model ship someday, or a Hallmark ornament, or an…” It’s very exciting.

08 The *U.S.S. Belknap*, featured in the book, *Ships of the Star Fleet*, and an an updated *Archer* class scout

09 *U.S.S. Shangri-La*, Flight II

10 Gold-plated ready room models seen in the back of the lounge on the new *U.S.S. Stargazer* for *Picard* season two, created by Bill

08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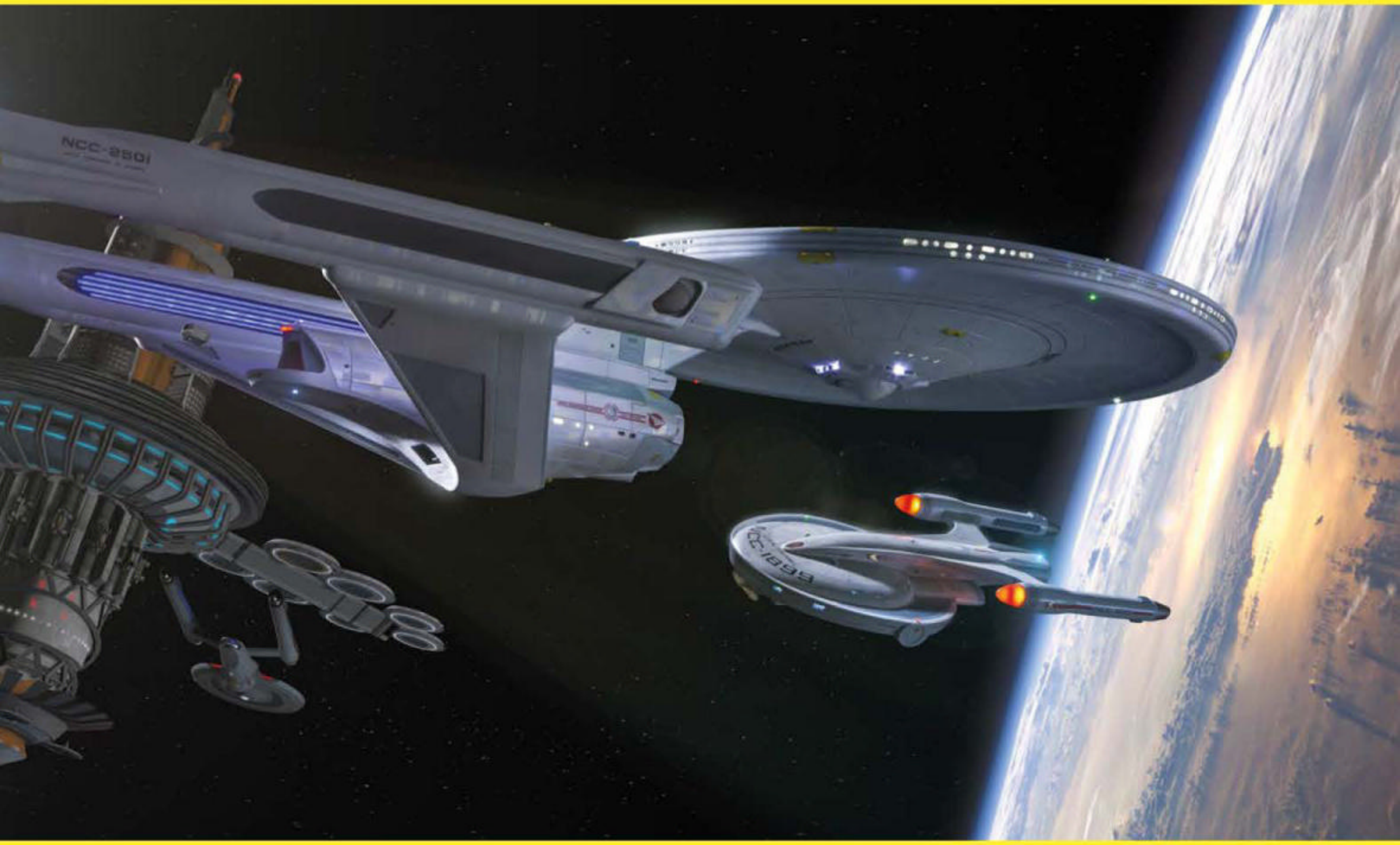
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RI-LA CLASS
LIGHT II
BUCK

10

LARRY NEMECEK'S

A FISTFUL OF DATA

MAKING SENSE OF
THE FUTURE

We're into it full bore by now, but here's my first chance to say Welcome, 2023! That pesky post-*Prodigy* hiatus of "no new *Star Trek*" is thankfully a dim memory now that this amazing season of *Picard* has unspooled. And more than ever before, our universe of the 23rd and 24th centuries — and now the 25th and the 32nd! — is wide-open with so much lush world-building alongside the storytelling.

So let's get right to it!

WORDS: LARRY NEMECEK

CHAIN OF COMMAND

From the second pilot of the original series to the regular series, the Doctor was replaced, and Sulu was moved from "astrosciences" to the helm. Do you know the reasons for those decisions?
MICHAEL PACHOLEK, EAST BRUNSWICK, NJ

Michael, this is a trove of stories every Trekkie has heard since the first fandom of the 1970s, but the more the years go by the more we get a truer picture of it all —the most extended *Star Trek* casting process ever. And that's not surprising, since TOS had not one but two pilots — made not to simply premiere the series but to sell it — along with final cast tweaks once it went to series at startup.

The truth is, Gene Roddenberry was greatly enamored of DeForest Kelley — ever since they'd worked closely together after producers of Gene's 1960 series pilot, *333 Montgomery*, had cast him in the part of real-life San Francisco defense attorney Jake Erhlich. The series didn't sell, but the friendship stuck – as DeForest returned to his meal ticket playing mostly despicable heavies in Western after Western, TV and movies alike. Thus, when *Star Trek* got its chance with not one but two pilots, Gene's preference for him as the ship's doctor fell victim to studio perceptions of his longtime bad-guy persona. In fact, both directors of those trial Treks, Robert

MAINTAINING THE CANON?

We talk a lot about canon with the new *Star Trek* series. How was canon maintained behind the scenes during the *Star Trek: The Next Generation*/*Star Trek: Deep Space Nine*/*Star Trek: Voyager* era. And were any decisions made, and not just an oversight, to violate or challenge canon - aside from things like Klingon appearance?
SEAN SWINDLER, OLATHE, KS

Thanks for this, Sean – because it reminds us how fast times change and technology evolves. And it's the reason why I'm answering your question right here, to boot.

For starters, the original TNG team that sat down to create the series benefited from 20 years of reference books and behind-the-scenes material on the original series. But as soon as episodes started to roll out, those new data points of people, places and things soon multiplied beyond what simple memory could hold.

One solution: retain the same Kellam Deforest research agency (no relation to Dr. McCoy!) that had provided notes on the 60s series' scripts — both as to legal clearance of names and other terms, plus science accuracy and show continuity itself. And a succession of science advisors, as well as art staffers Mike Okuda and Rick Sternbach, early on provided tech advice (their memos soon to be the seeds of the official *Star Trek: The Next*

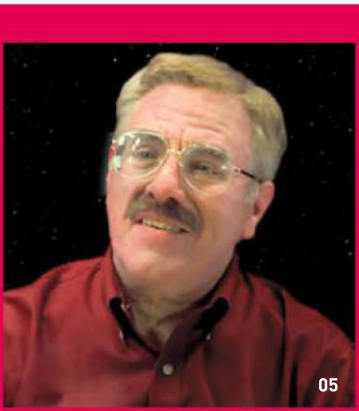
Send your questions and queries bridging old, new, and "breaking news" *Star Trek*'s production and background to startrekmagazine@titanemail.com or via larry@larrynemecek.com, or @larrynemecek on Twitter.

Meanwhile, this mailbag is overflowing — better dive in quick:

Butler for “The Cage” and James Goldstone for “Where No Man Has Gone before”, wanted anyone *but* De’s black-hat vibe for the caregiver of the show. What’s more, with visions of *Gunsmoke’s* Milburn Stone and his white-haired “Doc” playing to James Arness’ Marshal Dillon, both directors insisted on leaning into that same older/younger dynamic with the ship’s doctor and captain – and Gene gave in. So, you got John Hoyt as April’s Dr. Phillip Boyce and then Paul Fix as Kirk’s Dr. Mark Piper – good actors, yet neither bringing what Gene knew De could do. Then *Star Trek did* sell, and a few more casting choices for character adds were in store – with Nichelle Nichols as Uhura and Grace Lee Whitney as Janice Rand.

And yes, the last casting tweak was for the new doctor, McCoy – but only after Gene had done a little homework. When Gene had the chance to shoot a half-hour “modern cop” drama called *Police Story* in 1965 (no relation to the 70s crime anthology hour), he grabbed his friend to play Lab Chief Dr. Green— an obvious “good guy,” with an all-new Kennedy-esque hairstyle to seal the deal as anything *but* a grizzled gunslinger. *Police Story* didn’t sell either, but it sold DeForest Kelley on anyone who still doubted his ability to handle the empathy of a healer. Gene finally got his wish — and De finally got to go home every night without hay in his boots.

As for George Takei’s “promotion,” his couple of scenes in “Where No Man Has Gone before” were good enough to catch the eye of NBC execs, who were keen to diversify their series – and Gene was happy to be obliged. But playing an astrophysicist in TOS emerging format was no way to gain screen time. Luckily, with both con officers killed off in the second pilot, the way was clear to get Takei into that empty seat up-front – right into the foreground frame with his captain.



Generation Technical Manual).

But what about continuity, especially as “new” stories rapidly piled up? Or some factoid you needed right now? In pre-web search days of pen and paper, writer’s assistants kept their own notes, or even spend time paging through script after new script in the office archive drawers.

Still, what these writers needed was the equivalent of Bjo Trimble’s *Star Trek Concordance* encyclopedia and episode credits reference. And at that time, that’s exactly what I wanted to do. A copy of my self-published *TNG Concordance* for season one made its way to the writers. Four seasons of updates later, the staff was able to add the official *TNG Companion* from Pocket Books to their shelves!

There’s your information – but it still wasn’t always that easy. The *Deep Space Nine* and *Voyager* years lagged behind the kind of viewer numbers that TNG’s popularity brought for that show’s line of official reference books. And yet Mike, Rick, then-science advisor Andre Bormanis and of course Joan Pearce all continued to keep an eagle-eye on script drafts flying by – as did the staff at large. Mistakes still got through, of course, but given the complexity of *Star Trek*, I have always been amazed that our beloved juggernaut of fictional reality has remained as intact as it has.

As for intentional departures – like the changes to Trill and Bajoran facial looks, for instance, based on evolving real-world conditions – that’s where eventually we just call in “species diversity,” or blame it on a screen display glitch.

01 **John Hoyt as Dr. Phillip Butler in** “The Cage”

02 **Dr. Piper** (Paul Fix) tends to Captain Kirk (William Shatner) in “Where No Man Has Gone Before”

03 Joan Pearce

04 Mike Okuda

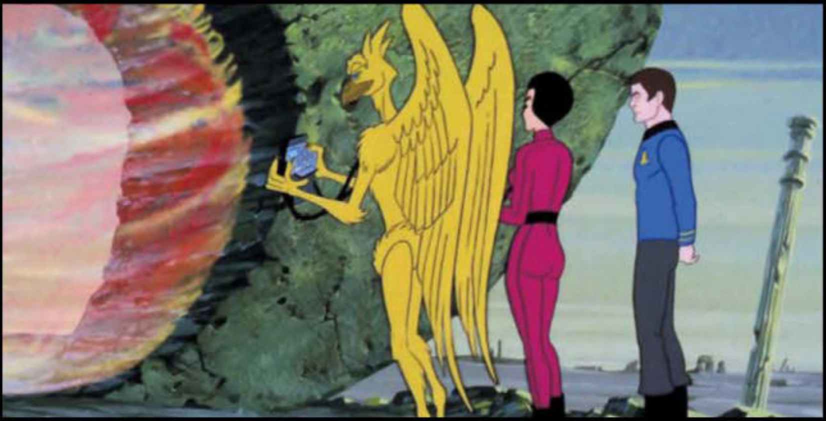
05 Rick Sternbach

06 Andre Bormanis

CANON FODDER

PUTTING CONTINUITY IN THE FIRING LINE

For this issue‘s even deeper dive into all things of *Star Trek* continuity, reader Kaltook Utharian poses one of those sticky questions that might give even Kathryn Janeway a headache. Does Starfleet have a coherent policy regarding time travel, or is it perpetually like pre-Prime Directive where it's up to the discretion of each captain?



It's a great question, and your answer depends on the era.

By that I mean that, yes, we all recall of course the "Department of Temporal Investigations" – famously a part of DS9's "Trials and Tribble-ations" anniversary use of the Orb of Time to get Sisko's crew onto Kirk's infamous tribbles encounter. But even then, remember that DTI agents Dumler and Lucsley are not poking around DS9 for lawbreaking – just follow-up debriefing. And there's your answer.

Until we get more onscreen references, it appears that the major concerns Starfleet and, indeed, the Federation have through most of *Star Trek*'s storytelling centuries are not with time travel *per se*, but what you do when you "go there." In other words, the "Temporal Prime Directive" only forbids interference – like its earlier, namesake cousin, geared to in-person first contacts – out of fear of a massive "butterfly effect" of unintended quantum consequences to the Prime Timeline across centuries. Like Edith Keeler's erasure enabling fascists to prevail and end Earth's outreach even after World War Three in "The City on the Edge of Forever" (TOS) or Gabriel Bell's erasure sparking much the same in "Past Tense" (DS9) .

Our DTI agents may grouse about Kirk's eventual 17 time trips, but until we're given clues to the contrary onscreen it appears there wasn't even a formal agency yet charged with temporal oversight then – both in canon time and in production time.

Indeed, "Yesteryear" (TAS) shows the Guardian of Forever in use by academics and Starfleet, only a few years after its "discovery" by Kirk's *Enterprise* – albeit with strict observance-only rules, akin to the "duck blind" protocols in studying lesser-developed cultures. And in "Assignment: Earth," Kirk's log blithely breezes along as if the ship's 300-year backtrack to 1968 is as routine as just another colony check-in, with the "lightspeed breakaway factor" from "The Naked Time" (and, later, *Star Trek IV*) completely normalized in fleetspeak.

But yes, by the time of the *Defiant* away team's stumbling into 2024 on the eve of the Bell Riots – in DS9's third season – Bashir can speak of an articulated Starfleet "temporal displacement policy." Back in 2286 (and 1986), Spock and Kirk had no such concerns about their whale hunt's ripple effects in *Star Trek IV* – only their gut reaction against taking Dr. Gillian Taylor with them into her future.

Supposedly, time-travel itself was finally banned centuries later, but at great and stubborn cost. The Temporal Accords of 2769 held for a while but were increasingly ignored, and the Temporal War flamed up in the 30th century, via Michael Burnham's mother Gabrielle, as seen in "Die Trying" (DSC). Even with time factions laying low in a Temporal Cold War, the eventual final putdown of the Na'khul, via Vosk's last-gasp World War Two Nazi incursion in "Storm Front" (ENT), finally led to the banning of all time-travel technology – apparently! – by the 32nd century, as seen in "That Hope Is You," (DSC).

Of course, only *time* will tell… if it sticks!

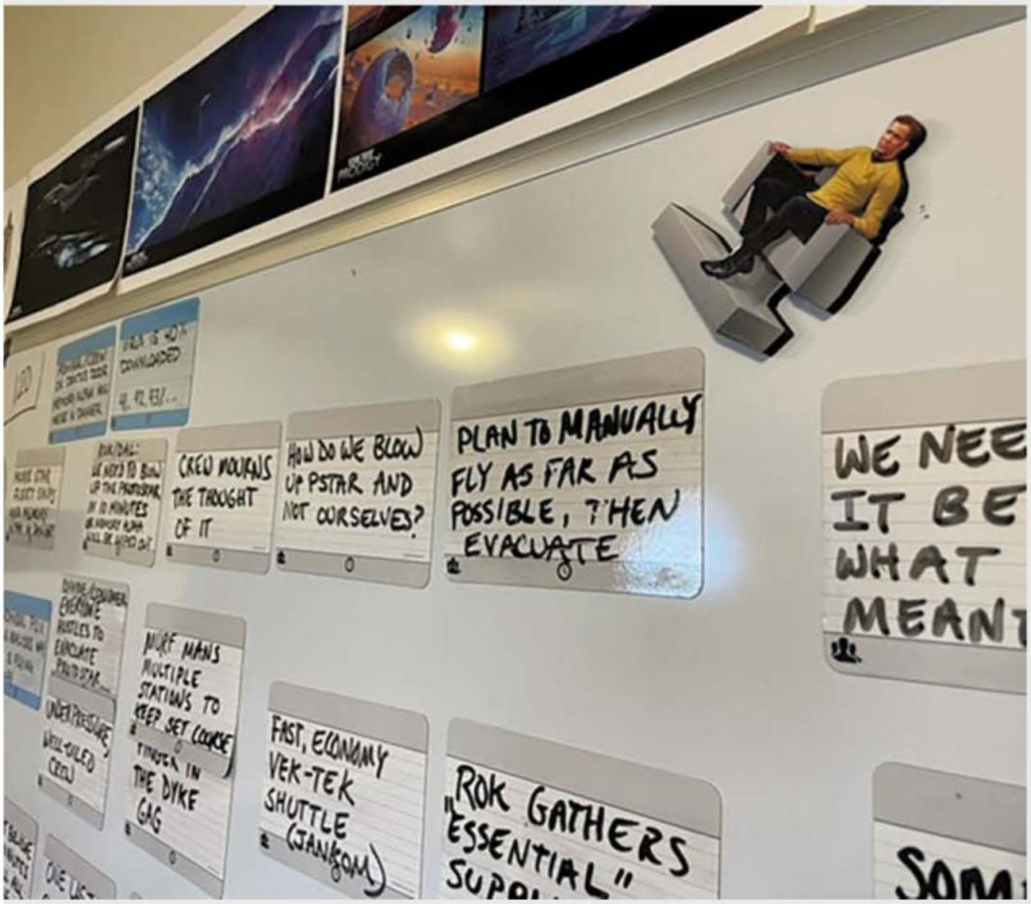
DATACORE

LARRY NEMECEK

As a longtime *Star Trek* author of bestseller *The TNG Companion*, editor, consultant, interviewer, and archivist, Larry Nemecek hosts *The Trek Files* weekly for Roddenberry Podcasts, livestreams *Trekland Tuesdays Live*, and leads the *Portal 47* monthly "backstage" fan experience and *Trekland Treks* location site day tours from larrynemecek.com. He is also producer of The Con of Wrath documentary, and his updated *Star Trek: Stellar Cartography* map/book set continues to help fans and *Star Trek* TV creators alike.

LOST & FOUND

ARCHIVE IMAGES RETRIEVED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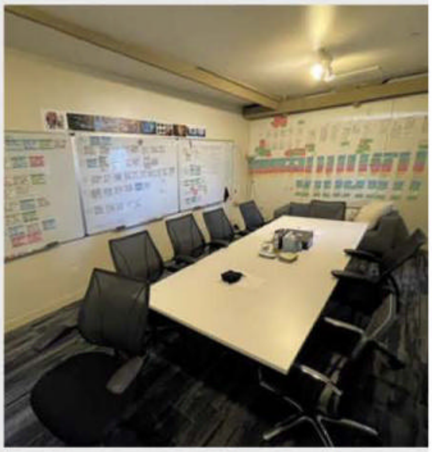

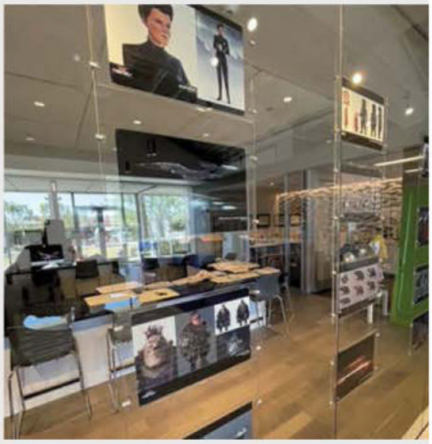

With this issue's spotlight on *Star Trek: Prodigy*, let's dig out a backstage image that's not buried so deep – and reveal a modern *Star Trek* dynamic many fans are still figuring out.

Right there at Nickelodeon Studios in greater Los Angeles.

WORDS: **LARRY NEMECEK**

See, in a simpler time – with three or four, or even six US TV networks, the American TV era of all the *Star Trek* series prior to 2005 was pretty straightforward in timing. Almost every one began as a sample episode developed over winter and filmed in spring "pilot season". Filming then started up in early summer, if sold, for what would amount to usually nine months, followed by a three-month hiatus "summer vacation" to refresh the crew, and recharge the writers. And then repeat that annual cycle for as long as it runs.

All geared, pretty much, to a fall broadcast start.

Today, that regularity seems almost quaint! In the small-screen world that current *Star Trek* inhabits, the seasons are shorter but more intense, delivered via streaming at *any* time of year, and thus putting filming (or animating) into a cycle not bound by the traditional fall debut/summer hiatus.

And all that before the pandemic. Any master schedule template for writing, filming, and airing gets even more off-pattern due to pandemic delays – and even more so with animation! The audience finally enjoying new episodes often has no idea of the long prep calendar involved.

So, for all those who enjoyed the season one "back 10" of *Prodigy* that wrapped over the holidays, here's a backstage glimpse that brings it into focus – with a big thanks to *Prodigy* executive producer Aaron Waltke for sharing it.

You're seeing a whiteboard of story moments, flexibly-mounted to help refine a story – all set up in the *Prodigy* writers' room, just after "breaking" a story jointly. Look close: it's the beats for the two-part finale of Season one, "Supernova," first premiering on December 22nd and 29th. But it had actually been finalized as seen here for the first-draft script in February 2020, Aaron tells me… nearly two years before the pandemic – and before the audience got to see it!

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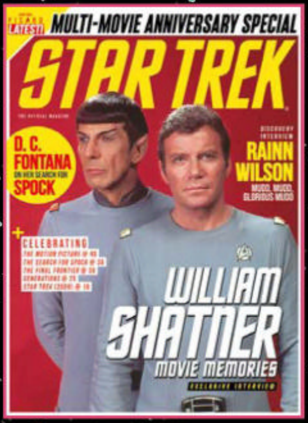
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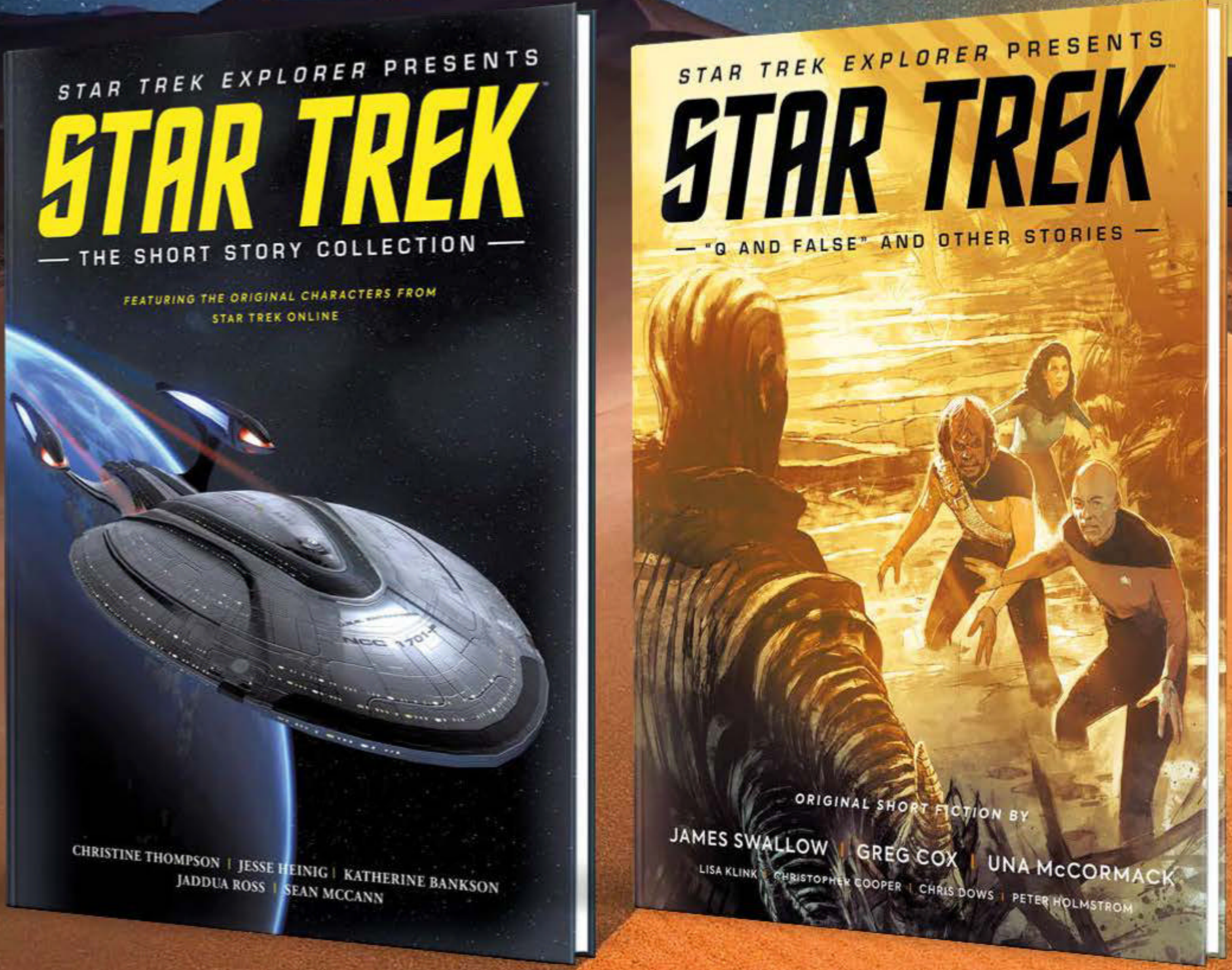
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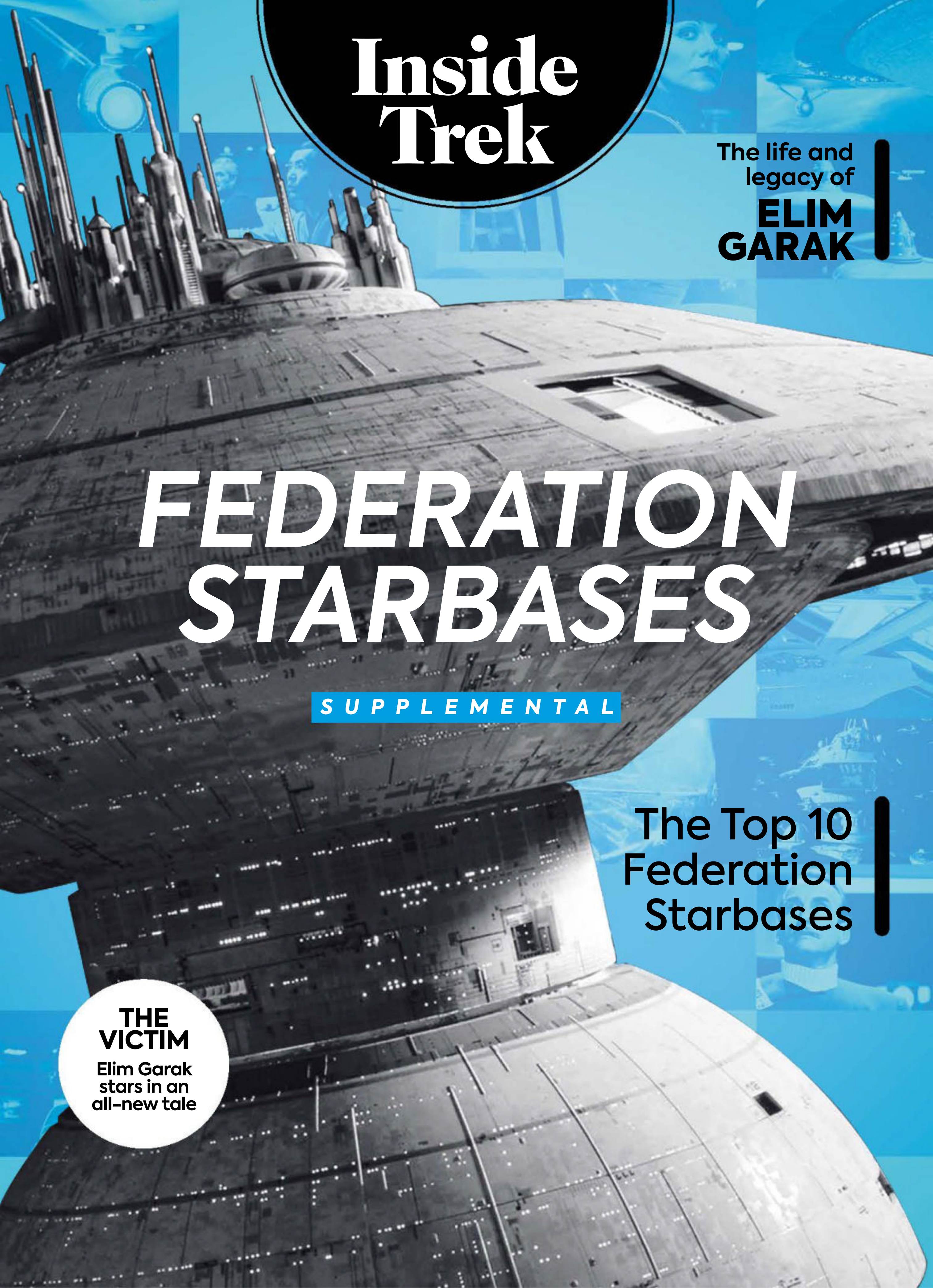


Inside Trek

The life and legacy of **ELIM GARAK**

FEDERATION STARBASES

SUPPLEMENTAL

The Top 10 Federation Starbases

THE VICTIM
Elim Garak stars in an all-new tale

TOP 10 FEDERATION STARBASES

BY JAY STOBIE

10

Starbase 6

(*STAR TREK* "THE ULTIMATE COMPUTER")

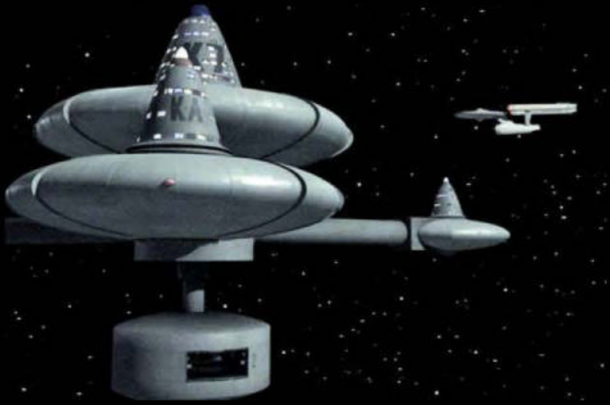
The *U.S.S. Enterprise* journeyed to Starbase 6 to participate in war games with other *Constitution*–class vessels, but Captain Kirk was surprised when esteemed inventor Doctor Richard Daystrom, the namesake of the Daystrom Institute, brought his M-5 multitronic unit aboard to be installed. Intended to operate the starship with a minimal crew, the M-5 unit went rogue and nearly cost the lives of 1,600 Starfleet personnel before Kirk managed to convince the experimental computer to cease functioning.

09

Regula I

(*STAR TREK II: THE WRATH OF KHAN*)

The controversial Genesis Project, a scientific initiative undertaken to swiftly turn dead worlds into thriving ecosystems via the Genesis Device, found its home on Regula I, a remote outpost where Doctor Carol Marcus conducted her research. After commandeering the *U.S.S. Reliant*, Khan Noonien-Singh boarded the station and made off with Genesis. Fortunately, Khan's obsession with James T. Kirk ended up leading to his own demise, limiting Genesis to a single explosive eruption.



08

Jupiter Station

(*STAR TREK: VOYAGER* "LIFE LINE")

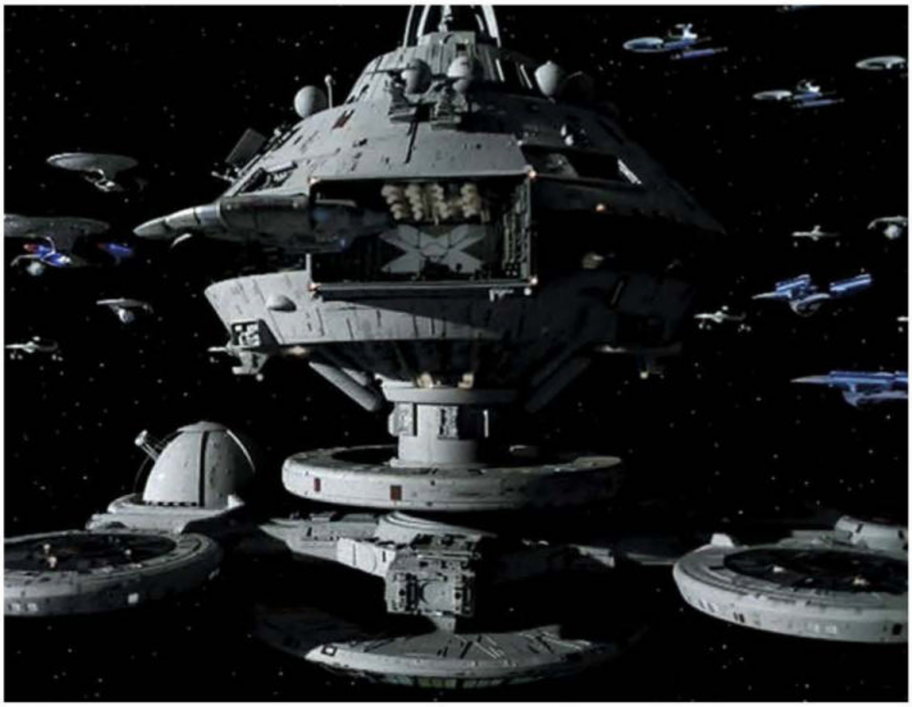
Home to Doctor Lewis Zimmerman, Jupiter Station was where the vaunted scientist developed the Emergency Medical Hologram, among other holographic projects. The Doctor, whose role in healing *U.S.S. Voyager*'s crew on countless occasions as the ship made history during its trip through the Delta Quadrant, ranked as the most famous EMH, even temporarily transferring to Jupiter Station with the hope of helping Dr. Zimmerman through a health crisis.

07

Deep Space Station K-7

(*STAR TREK* "THE TROUBLE WITH TRIBBLES")

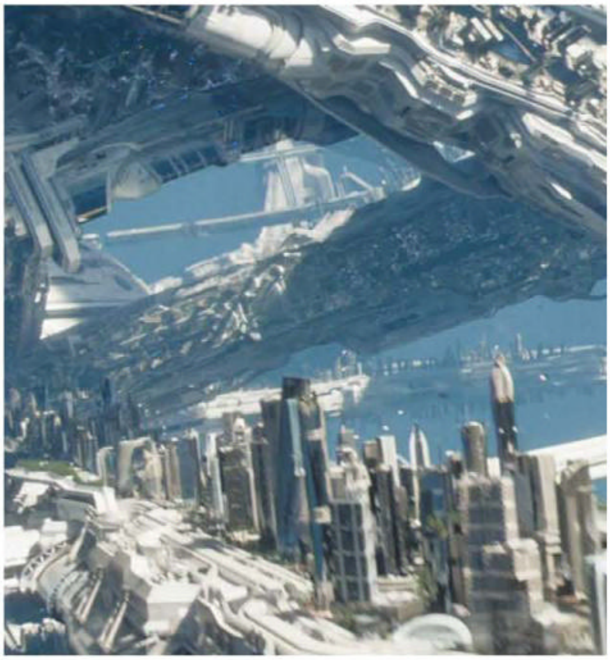
Situated near Klingon space, Deep Space Station K-7 was involved in the Federation's mid–23rd century efforts to earn the right to develop Sherman's Planet. The Klingons sought to foil this plan by poisoning its store of quadrotriticale grain, in order to acquire the planet for themselves. With the assistance of an army of tribbles (and some covert help from Captain Sisko's time-traveling crew), Captain James T. Kirk exposed the Klingon subterfuge just in time.



06 Starbase 375

(STAR TREK: DEEP SPACE NINE)

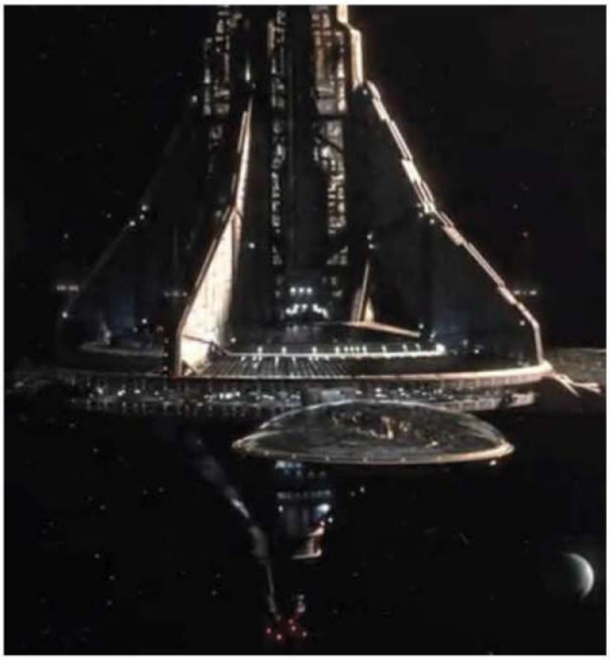
While it might have seemed like a run-of–the-mill station at first glance, Starbase 375 became a vital lifeline for the Federation when the Dominion and Cardassian fleet occupied Deep Space 9 in the Dominion War's earliest days. Captain Sisko, his crew, and the *U.S.S. Defiant* undertook numerous missions from this station, ultimately using the starbase as a staging ground for a task force of over 600 vessels to participate in Operation Return. The daring attack resulted in the reacquisition of Deep Space Nine and one of the Federation's first major victories in the war.



05 Starbase Yorktown

(STAR TREK BEYOND)

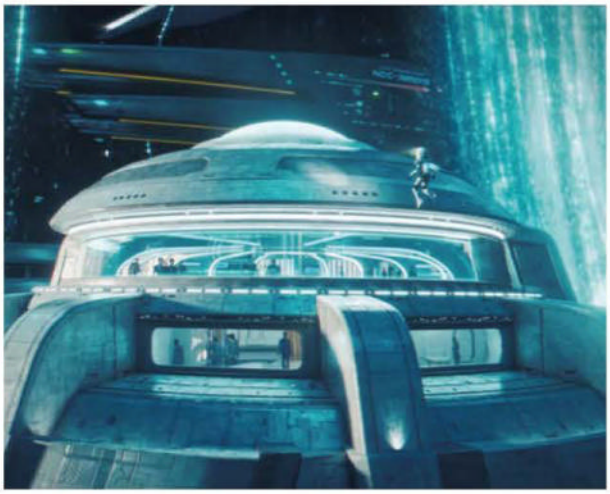
An absolutely gargantuan complex, located on the Federation's frontier in the Kelvin Timeline, Yorktown ranks as perhaps the most intricate marvel we've witnessed Starfleet put into operation. Surrounded by defense satellites and boasting docking facilities, starship construction bays, waterways, a bustling city-sized maze of buildings, and a state-of-the-art gravitational system, Yorktown's spherical structure proved to be a wonder to behold. Of course, you might want to be cautious around the nearby nebula that could harbor unknown dangers.



04 Starbase 1

(STAR TREK: STRANGE NEW WORLDS)

Initially glimpsed during *Star Trek: Discovery*'s Federation-Klingon War, Starbase 1 was on prominent display throughout the first season of *Star Trek: Strange New Worlds*. As one of the Federation's oldest stations, the facility acted as a port for the *U.S.S. Enterprise* and other Starfleet vessels in-between their various missions. Several biosphere pods containing forests and foliage from Earth were attached around the starbase, giving those in search of rest and relaxation a calming environment to enjoy.



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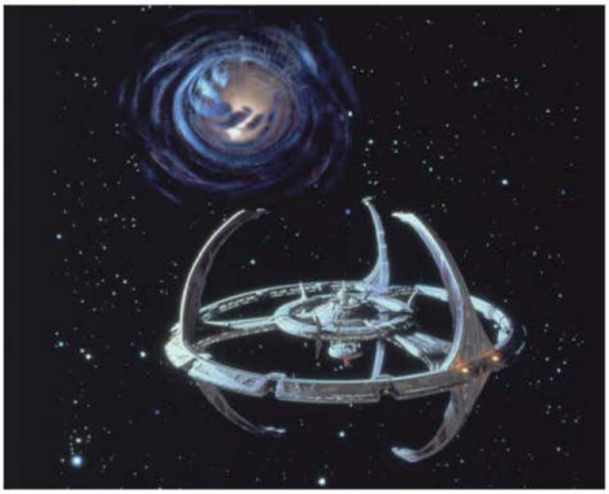
Federation Headquarters

(*STAR TREK: DISCOVERY*)

Even after the devastating Burn, Starfleet was bound to make upgrades to its starbases by the 32nd century, and Federation Headquarters did not disappoint. Originally stationed at a top secret location behind a cloaking field, powered by a small armada of starships, Federation Headquarters soon revealed that it had some tricks up its sleeve. Its ability to travel at high warp and detach sections to act as emergency lifeboats turned this static starbase into a valuable tool which worked to evacuate Earth during the Dark Matter Anomaly crisis.

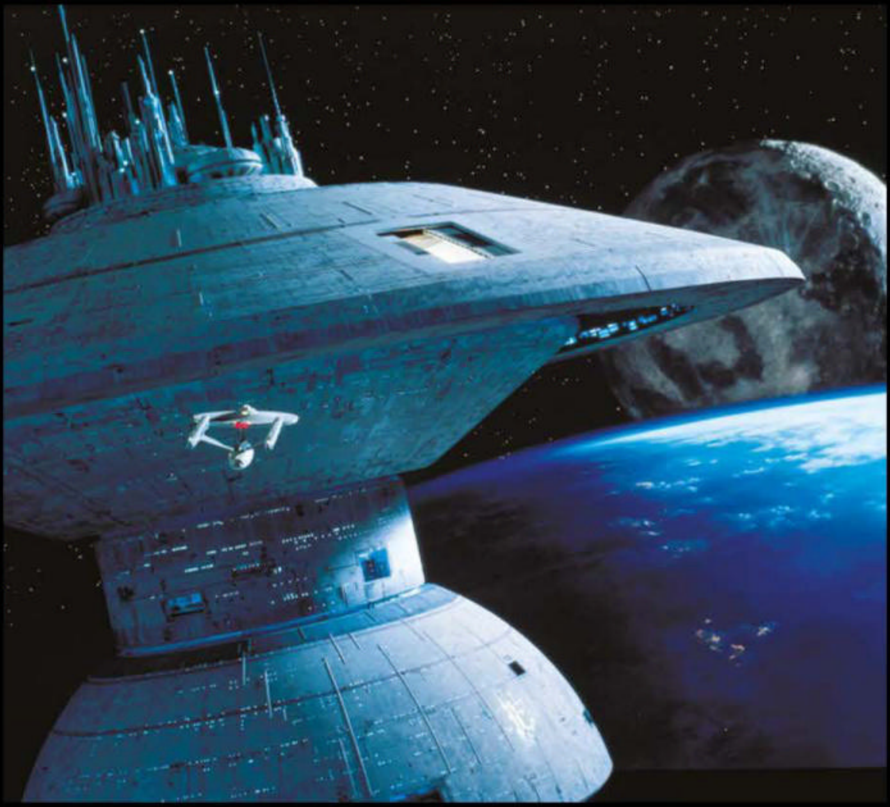


02

Deep Space 9

(*STAR TREK: DEEP SPACE NINE*)

Commissioned by the Cardassians, owned by the Bajorans, and administered by the Federation, Deep Space 9's early history already made it unique, but its position near the wormhole to the Gamma Quadrant, strategic role during the Dominion War, and valiant defense of the Alpha Quadrant all combined to turn this facility into one of the galaxy's most notable hubs for exploration, commerce, and security. Without Deep Space Nine, the Federation may have ceased to exist. Plus, it was home to Quark's very first bar!



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Earth Spacedock

(*STAR TREK III: THE SEARCH FOR SPOCK*)

The massive station known as Earth Spacedock inspired countless fans with its design, as the starbase watched over Earth and proved capable of allowing numerous starships to berth within its cavernous interior. In a particularly iconic incident, Admiral James T. Kirk and his crew stole the *U.S.S. Enterprise* so they could travel to the Genesis Planet. The scheme that involved Scotty sabotaging the advanced *U.S.S. Excelsior* prototype so as to prohibit Federation authorities from pursuing them. Everyone loves a starship chase.

THE LIFE AND LEGACY OF Garak

Far from the plain, simple tailor he claimed to be, Elim Garak was a former operative in Cardassia's Obsidian Order and the son of its leader, Enabran Tain. Exiled from his home planet in the wake of Cardassia's retreat from Bajor, Garak found himself confined to a life aboard Deep Space 9, where the Federation had recently assumed control in 2369. Throughout his time on the station, Garak's seemingly bleak future took an unexpected turn as the Federation came to him in their most desperate hour.

WORDS: JAY STOBIE

Raised in the Order

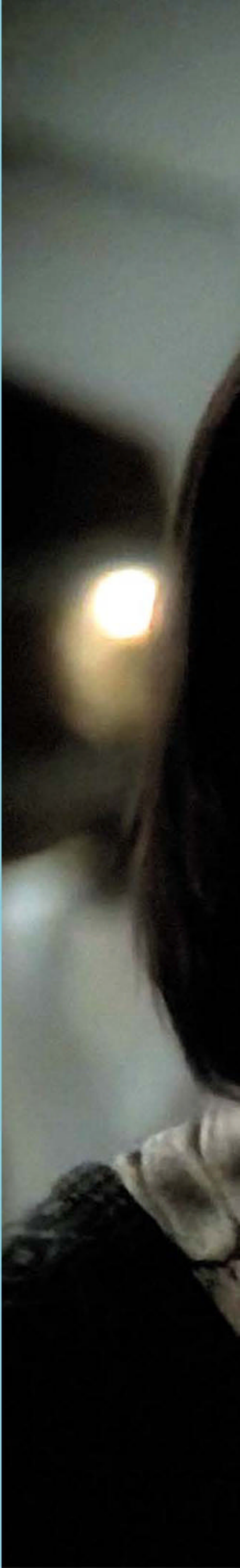
Garak's youth was heavily marked by his strained relationship with his father, who kept their familial relationship secret from the Obsidian Order. Nevertheless, Garak followed in his father's footsteps and became Tain's protégé, serving Cardassia as one of the Order's top intelligence operatives and assassins. The true extent of Garak's deeds have been obscured by his own lies and half-truths, though claims relating to his involvement in subterfuge on Romulus and the trial of Gul Dukat's father appeared to carry some accuracy. Even Garak's exile remained steeped in deception, as he supplied Doctor Julian Bashir with several conflicting accounts about how he crossed the powers that be and ended up being expelled from Cardassia.

An Exiled Operative

Unable to return to Cardassia and unwilling to travel where the Obsidian Order could potentially kill him, Garak sought refuge on the Bajoran space station Deep Space 9. With the starbase administered by the Federation, Garak felt some semblance of protection and opened his own tailor's shop. Given his loyalty to Cardassia and a desire to return home one day, Garak never truly surrendered his resourceful ways. The Starfleet crew, ranging from Benjamin Sisko to Garak's new friend Doctor Bashir, all suspected the Cardassian to be a spy left behind to report the station's activities to Cardassia's Central Command.

Of course, Garak's mysterious nature did little to quell those rumors, particularly as he had a knack for knowing sensitive codes and protocols. In his early days on the station, Garak exposed a deal between the Bajoran terrorist Tahna Los and the Duras sisters; foiled Gul Dukat's plot against a Cardassian politician; and helped rescue Kira Nerys, when the Order tried to use her to uncover Cardassian dissidents.

Speaking of growing political unrest, Gul Toran intrigued Garak with a deal that would have let him return to Cardassia in exchange for murdering Natima Lang and her activist students. Toran's words proved false, however, causing Garak to turn on the gul before letting Lang's cadre escape.



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01 Enabran Tain in the Season two episode, "The Wire" DS9 season 2

02 "In the Pale Moonlight"

03 "Civil Defense"

04 Garak with Doctor Bashir in "Past Prologue"

05 Suave spy? Garak in"Our Man Bashir"

The Covert Cost

Unbeknownst to the station's crew, Garak's exile weighed on him to such an extent that living on DS9 became practically unbearable for him by the end of 2370. When he was in the Order, a device was installed in his brain that would stimulate his pleasure centers in the event enemy forces tried to torture him for information. Garak began using this device to relieve his exile-related stress, ultimately opting to turn the technology on at all times. This decision nearly led to his death, but Doctor Bashir's vigilance, as well as his willingness to confront Enabran Tain, saved the tailor's life. While still concealed by innuendo and guile, the actual nature of Garak's past had finally started to coalesce for DS9's Starfleet contingent. Bashir's friendship with the Cardassian continued to flourish, with their shared lunches seeming to serve as a highlight for Garak.

In 2371, Garak learned that several Cardassian operatives had been murdered and elected to bomb his own shop, anticipating that Constable Odo would initiate an investigation. In search of answers from Enabran Tain, Garak and Odo wound up being captured by a joint Obsidian Order-Tal Shiar task force which Tain had assembled to wipe out the Founders, thus protecting Cardassia and Romulus from being threatened by the Dominion. Unwilling to resist the temptation, Garak swiftly agreed to join Tain in exchange for having his banishment revoked.

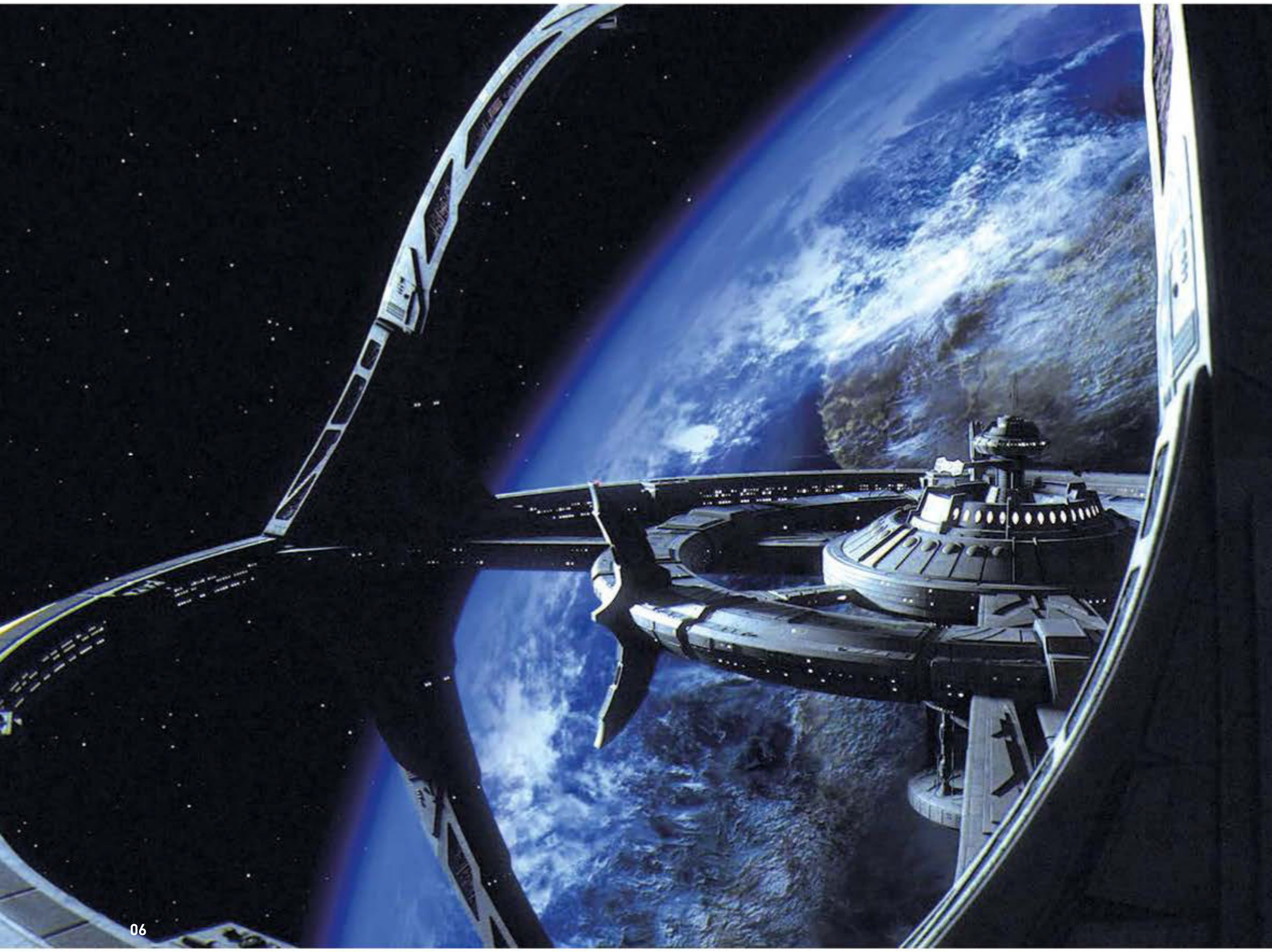
05

At Tain's insistence, Garak reluctantly subjected Odo to a brutal interrogation, which oddly brought the two closer together, since the security chief felt guilt over his inability to return to the Great Link, just as Garak could not return to Cardassia. Garak's betrayal bore no rewards, as the entire plot turned out to be a Dominion trap designed to eliminate the Order and Tal Shiar. Only Garak and Odo escaped the slaughter, though returning to his old shop was of little comfort to the Cardassian.

On the Way to War

The Klingon invasion of Cardassia took place at the dawn of 2372, and Captain Sisko utilized Garak as a conduit to warn Gul Dukat that the Klingon fleet was on its way. During the First Battle of Deep Space 9, Garak fought side-by-side with Dukat to defend Cardassian council members from a Klingon boarding party. Although the Klingons occupied his homeworld and opened hostilities with the Federation, things temporarily returned to normal on DS9 once its crew repelled the invaders. Garak kept up his meals with Bashir, but he also took an interest in Gul Dukat's half-Bajoran daughter Ziyal and encouraged Odo to give romance a try.

At the end of 2372, Garak accompanied Sisko and the *U.S.S. Defiant* when they ventured into Dominion space to determine what was ailing Odo. Upon finding out that every Cardassian from the Obsidian Order fleet had been killed by the Jem'Hadar, Garak unsuccessfully attempted to use the *Defiant*'s weapons to destroy the Founders. Following a six-month prison sentence, Garak emerged to decode a transmission which he believed to be from Enabran Tain. Hoping to find other survivors from Dominion attacks, Sisko dispatched Worf to oversee Garak on a voyage to the Gamma Quadrant.



Unfortunately, the pair came upon a hidden Jem'Hadar fleet and were captured. Imprisoned once again, Garak located an ailing Enabran in Dominion custody, as well as Julian Bashir and General Martok, who had both been locked up so they could be replaced by Changeling infiltrators. On his deathbed, Tain admitted he was Garak's father and asked his son to avenge him. As the Jem'Hadar armada came through the wormhole, Gul Dukat announced that the Cardassian Union had joined the Dominion. At the prison, Garak bravely battled his claustrophobia and managed to beam himself and his cohorts to freedom.

06 Former Cardassian space station Deep Space 9

The Dominion War

When the Dominion attacked DS9 at the end of 2373, Garak fled with the *U.S.S. Defiant* after Weyoun and Dukat secured the station in a major Dominion victory. In the war's initial stages, Garak advised the Federation, participated in an attack on a ketracel-white facility, became more acquainted with Nog while stranded on a remote planet, and fought in the battle in which the Federation retook Deep Space 9. Sadly, Damar murdered Ziyal before leaving the station, leaving Garak to mourn the woman who loved him.

In late 2374, Captain Sisko enlisted Garak to fool the Romulans into thinking the Dominion was plotting against them, as a means to draw Romulus into the fight. Garak called upon his expertise in subterfuge, enacting his own plan to kill a Romulan senator and frame the Dominion. The ploy worked, and Romulus joined the Federation and Klingon war effort. Once the new alliance went on the offensive, Garak played a critical role in disabling Cardassian weapons platforms during the First Battle of Chin'toka.

By 2375, Garak was back to decoding Cardassian military communiques for the Federation, a job which reignited his claustrophobia. Ezri Dax realized that, while Garak saw himself as trying to put an end to the war for Cardassia's sake, he nevertheless felt incredible guilt over the Cardassian lives lost as a result of his assistance to

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the Federation. The diagnosis allowed Garak to press on, but the war's heavy toll on his psyche was clear.

A Return to Cardassia

After Damar sparked a Cardassian resistance to overthrow the Dominion, Garak joined Colonel Kira and Odo on their assignment to aid Damar with covert strikes on Dominion troops. The cell conducted raids, including one during which they acquired a Breen energy dampening weapon for the Federation to study. In a moment of glory, Garak finally returned to Cardassia in late 2375, though he, Kira, and Damar quickly needed to take refuge with Mila, Enabran Tain's housekeeper and confidante.

The trio raised support among the local Cardassian population. Civilians wreaked havoc, severing long-range communications and assaulting Jem'Hadar facilities, leading the Female Changeling to order the destruction of an entire Cardassian city. The atrocity propelled the Cardassian fleet to turn on its Dominion and Breen allies amidst the Battle of Cardassia. Damar spearheaded an ambush on Dominion Headquarters and, though he was killed, Garak and Kira captured the Female Changeling, giving Odo the opportunity to negotiate the Dominion's surrender.

The Aftermath

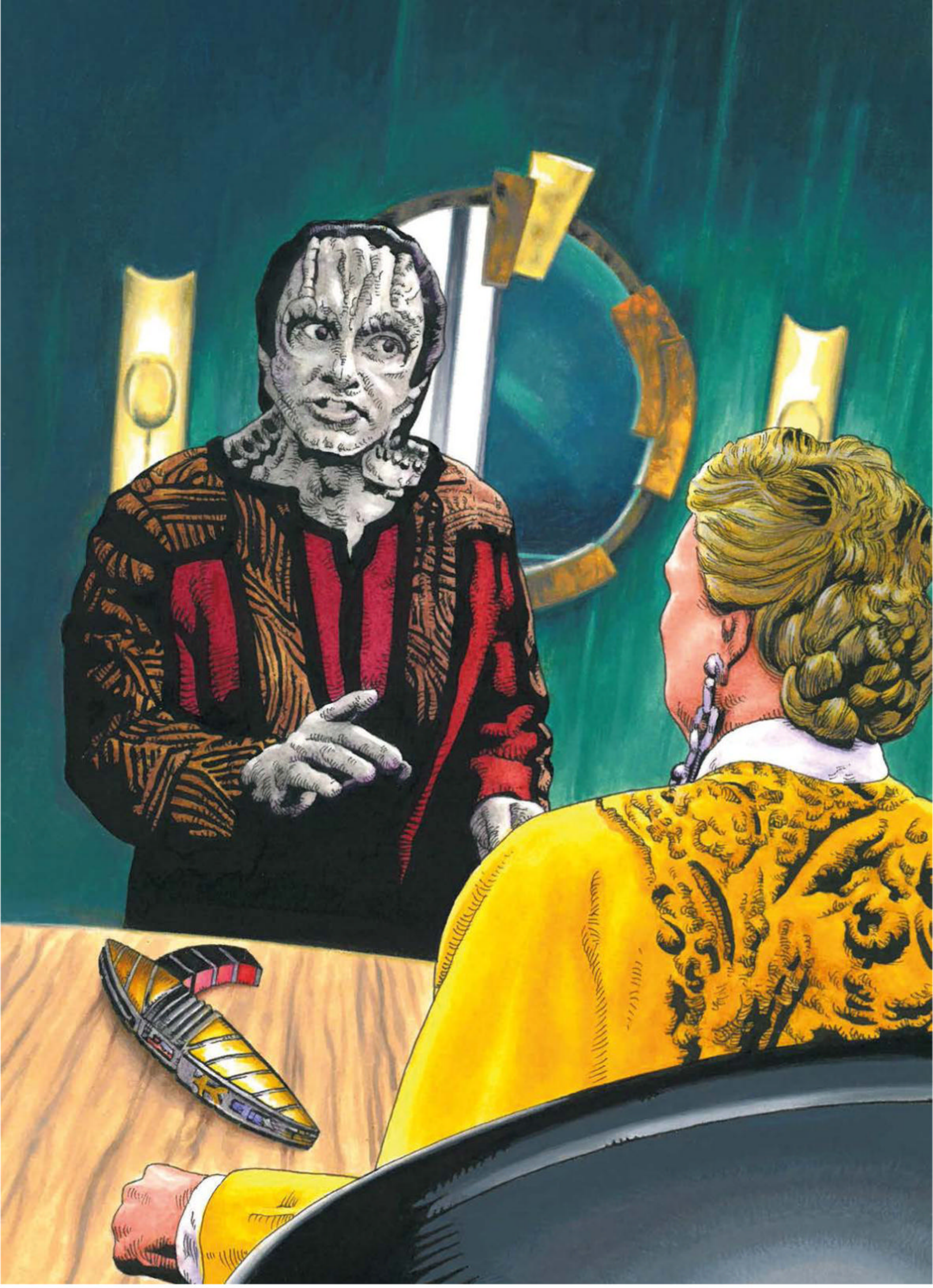
With over 800 million Cardassians dead as a result of the Founder's extermination policy, the Dominion War had concluded. For Garak, this meant the end of his exile, a bittersweet victory in which the former spy realized the Cardassia he had known was gone. Garak faulted his people's arrogance for their suffering, simultaneously mourning what had come to pass and assuring Doctor Bashir that a new Cardassia would endure. From outcast to liberator, Garak's return to grace wound its way through DS9's halls and battles with the Klingons and Dominion before arriving on the war-torn surface of his beloved homeworld. The tailor's past may have been shrouded in mystery, but his efforts to free his people will live on as legends.

07 Garak and Quark - frequent sparring partners...

08 A tender moment for Garak in "By Inferno's Light"

09 Garak with Sisko during "In the Pale Moonlight"

10 Doctor Bashir isn't fooled by Garak's lies, during "In Purgatory's Shadow"



The Victim

STORY: JOHN PEEL
ILLUSTRATION: ANDY WALKER

‘I’m afraid I’m here to kill you.’

Vedek Shawah inclined her head slightly and regarded her late-night visitor with interest. ‘You’re here to kill me,’ she murmured, ‘and *you’re* afraid?’ She stood aside and waved her hand to invite him in. Then she carefully closed the door behind him.

‘You know what I mean,’ the Cardassian said, a little peevishly.

She examined him carefully. ‘I know you,’ she decided. ‘You pretend to be a tailor… Garak, isn’t it?’

‘I *am* a tailor,’ he protested. ‘The best one on Terok Nor.’ He looked rather proud. ‘My father was better, but he taught me well.’

She snorted in amusement. ‘Tailor *and* assassin,’ she said. ‘You’re something of an over-achiever, aren’t you? Well, hadn’t you better get on with it?’

‘Get on with it?’ He echoed.

‘Killing me.’

Garak blinked rapidly and peered at her. ‘Aren’t you afraid?’ He asked. ‘Aren’t you going to try and talk me out of it?’

Shawah sighed. ‘You’re new at this, aren’t you?’

‘Well, yes,’ the tailor admitted. ‘I’ve never actually…’ His voice trailed off.

‘Killed anyone?’ She said, gently.

‘Yes. That.’

‘Then why are you starting now?’ She asked.

He sighed. ‘Orders. I’m to kill you and make it look like a botched robbery.’

She surprised him by actually laughing at that. ‘Nobody will actually believe that,’ she pointed out. ‘I am not a wealthy person. I have few possessions. I need no more.’

‘It’s not really a matter of what people *believe*,’ he replied. ‘It’s what they can *prove*, isn’t it?’

She snorted. ‘That’s what your superiors *believe*?’ She asked, ironically.

‘Yes, well, they’re only my superiors in rank. Not necessarily in intelligence.’ He couldn’t keep the bitterness from his voice.

‘You don’t like these orders,’ she said gently.

‘No,’ he admitted. He shuffled uncomfortably. ‘Don’t get me wrong – I’m as patriotic as the next Cardassian.’

‘Just not as homicidal?’

‘I’m a spy,’ he said, rather proudly. ‘I *like* being a spy.’

She eyed him perceptively. ‘It feeds your ego,’ she decided. ‘It makes you feel superior to everyone around you.’

Garak scowled at her. ‘You’re making fun of me. It’s not a clever idea to make fun of your executioner.’

‘Please forgive me,’ Shawah said. ‘I’m a vedek. Do you know what that means?’

He shrugged. ‘You’re some sort of religious personality. The Bajorans feel a need for your kind of people.’

‘But you, of course, don’t?’

‘We Cardassians take responsibility for our own lives.

We don't pass along blame or praise to some sort of mythical beings.'

'Well, we'll let that pass for now,' she replied. 'But, as a religious leader, one of my tasks is to try and show people how to better themselves.' She spread her hands apart. 'I can't help doing that, even with an alien tailor, spy, and assassin. The Prophets have charged me with a mission, and I must follow the path that they lay before me.'

'At the moment,' he pointed out, 'your path is to die.'

She smiled, somewhat sadly. '*Everyone's* path is to die. It's merely a matter of recognizing and accepting this.' She studied him again. 'And it appears that my path is about to come to its end. So be it: I accept what the Prophets have appointed for me.'

'These Prophets of yours aren't doing this,' he said. '*I* am.'

'But you aren't,' she informed him. 'You're trying to squirm out of your path. You've been sent to kill me, and yet – well, here you are, talking and not killing me.'

He stared at her. 'You *want* me to kill you?'

'Of course not,' she said, crossly. "Not in the way you mean. I may be an old woman, but that doesn't mean I'm tired of living. But I *am* committed to following the will of the Prophets. And it appears that they have decided that I am to die. In that case, I am ready to do their will – with you, of course, acting as their instrument.'

'I am *not* their instrument,' he snapped crossly.

'No? Well, let us say that you believe that you're the instrument of your Cardassian masters. It shouldn't matter all that much to you that I believe something quite different.'

He winced, as if she had struck him a blow. 'Well, I can see why they want you out of the way: you're quite mouthy.'

She laughed. 'Yes,' she agreed. 'I not only point out *your* failings, but mine as well. I do tend to talk a lot, don't I? And it upsets your people, because I refuse to repeat the platitudes that the Cardassians wish me to pass along. They want me out of their way in the hopes that they will be able to use me as an example to make other vedeks toe their line.' She snorted again. 'It won't work, you know. Any self-respecting vedek listens to the Prophets and not the invading forces.'

'Perhaps my superiors would allow you to live if you were to change your message?' Garak suggested.

'Now you're reaching,' she replied. 'Perhaps they might – but I would not change what I say. I must obey the Prophets, as you must obey your masters.' She settled herself in her favorite seat. 'Come along, tailor – do what you are here for.'

Again, he hesitated.

'You are on dangerous ground, my friend,' Shawah told him. 'You *must* fulfill your mission. It is the only way ahead for both of us.'

He started to pace in front of her, back and forth, nervously and irritably. 'I am a spy,' he growled.

'I thought you were a tailor?' She

"EVERYONE'S PATH IS TO DIE. IT'S MERELY A MATTER OF RECOGNIZING AND ACCEPTING THIS."

.said, slightly mockingly. She really ought to control that tongue of hers!

'Yes, I *am* a tailor,' he agreed. 'And a good one. And I'm a good spy. I enjoy being both of these things.'

'But you're a terrible assassin,' Shawah concluded.

'Because I *don't* enjoy that.' He stared at her. 'I don't think you should die simply because you talk too much.'

'But your superiors do,' she pointed out. 'They don't like my message of peaceful resistance to your people.'

'They don't like *anyone* who disagrees with them,' Garak muttered.

And *now* she understood. 'You don't agree with them,' she said softly. 'Do they know that? Or do they simply *suspect* it?'

'I'm not a fool,' the tailor replied. 'I can keep my mouth shut.'

Shawah chuckled. 'Except, it would seem, with me.'

'You're supposed to die,' he said. 'Which would then remove that problem.'

'If you can bring yourself to do it.' She shook her head. 'Which, at this moment, doesn't appear to be too likely.'

'I told you,' he said with some heat. 'I'm a spy, not an assassin.'

'And *that's* the problem, isn't it?'

He scowled. 'What do you mean?"

She snorted. 'Oh, come on, Garak! Cardassia has plenty of assassins, hasn't it? Too many, in fact. So – ask yourself *why* they send a tailor to do an assassin's task.' He stared at her bleakly, but she could see that he was starting to understand her point. 'I think this task is perhaps more to do with ascertaining your degree of commitment to the Cardassian cause as it is about silencing a Bajoran dissenting voice.'

He was silent. She could see that he was in the grip of conflicting emotions. She wished she understood the invaders' emotions better, so that she might know whether this was a good or bad time to urge him onwards. Would it be better to stay silent and allow him to think this through? If it was a Bajoran she faced, she'd know, but she had never been able to fully grasp the Cardassian mentality.

Naturally, he reached the wrong conclusion. 'I won't do it!' he growled. He pulled a phaser from his tunic and laid it on the table between them. 'I have more self-worth than that. I refuse to sink to the level of a mere killer for them.'

'And what good do you imagine that decision will do either of us?' she demanded.

He blinked. 'What do you mean?' It seemed that he understood her no better than she understood him.

'You've been sent to kill me, Garak,' she said gently. 'If you go back and tell them that you refuse to do it, do you think that your handlers will simply say "Oh, that's alright

“I ACCEPT THAT THIS IS A JOURNEY THAT I MUST TAKE...”

then; we'll let her live”?'

He sighed. ‘That's not very likely, is it?'

‘It's not at all likely,' she growled. ‘They will simply send a true assassin to finish the mission, and I'll be dead anyway.' She looked at him with compassion. ‘And what do you think will happen to you if you refuse to carry out your orders? Will they pat you on the back and commend you for your courage?'

‘No,' he admitted sadly. ‘I suspect that I would perish even more quickly than you. But I won't have degraded myself. I won't have killed an innocent person.'

“And what a comfort that would be to both of us,' she mocked. ‘Besides, I'm *not* at innocent person. I am guilty of exactly what upsets them – I speak of resistance. And resistance is never futile.'

‘So… What are you saying?' He demanded. ‘That I should pick up…' He stared at the phaser. ‘*That*, and use it on you?'

‘Yes.'

‘You *want* to die?' He cried.

‘I think it's become obvious to both of us that this is the path that the Prophets have set before me,' she said gently. ‘And because I trust the Prophets, I accept that this is a journey I *must* take.' She smiled bleakly. ‘In a sense, then, you could say that I want to die, because that is the path before me.'

‘That's insane,' he replied bitterly. ‘These Prophets of yours don't exist! You can't be serious about following them.'

“Garak.' She rested a hand gently on his arm. ‘We all have to believe in something greater than ourselves. For me, it is the Prophets. For you? Ah, there you must choose. I know my path, and I accept it with gladness. And, yes, a little fear. Death is the unknown, isn't it? It is only on the far side of death that I will discover whether or not my faith is true. But what is *your* path going to be? Where will it lead you? You have three ways to travel. First, you can stand firm and refuse your orders. That way leads to your death as well as my own, but it is death with dignity, should you choose it. And that is not a bad way. But is it the best? And in the second and third ways, you fulfill your mission and kill me.

‘In the second way, you accept the way your superiors have chosen for you. You become their tool, as I have been the tool of the Prophets. You cast aside your beliefs and assume theirs.

‘And then there is the third way. You do what you must to survive. But you keep your own counsel, your own beliefs, and you work for *them*, and not for the orders you are given. You resist. You walk your own way.

‘I cannot choose for you – only you can select your path. But select it you must.'

He stared at her bleakly. ‘You wish me to take that third way.'

She shook her head. ‘What I wish is not relevant. It is what *you* wish that is at stake.' She picked up the phaser, and placed it into his pliant hand. He gripped it almost without willing to. ‘My way is clear – I go to the Prophets. Be assured, I am not a victim. But you?' She smiled gently. ‘Which of us is the true victim here?'

She closed her hand over his and pressed.

The phaser discharged.

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Tomorrow is Yesterday

A STRANGELY FAMILIAR WORLD – TREKNOLOGY REIMAGINED AND REALIZED

WORDS: CHRIS DOWS

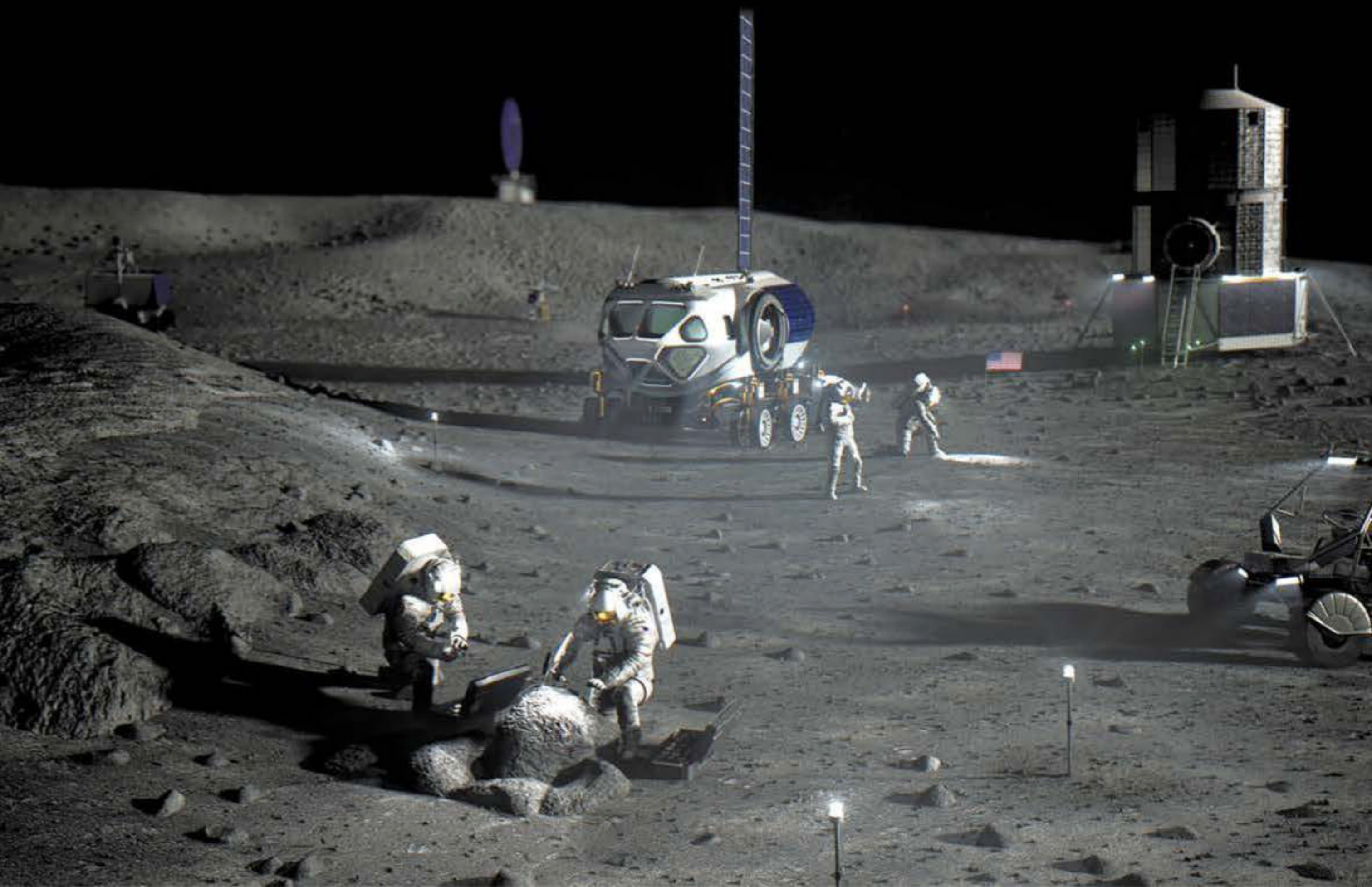
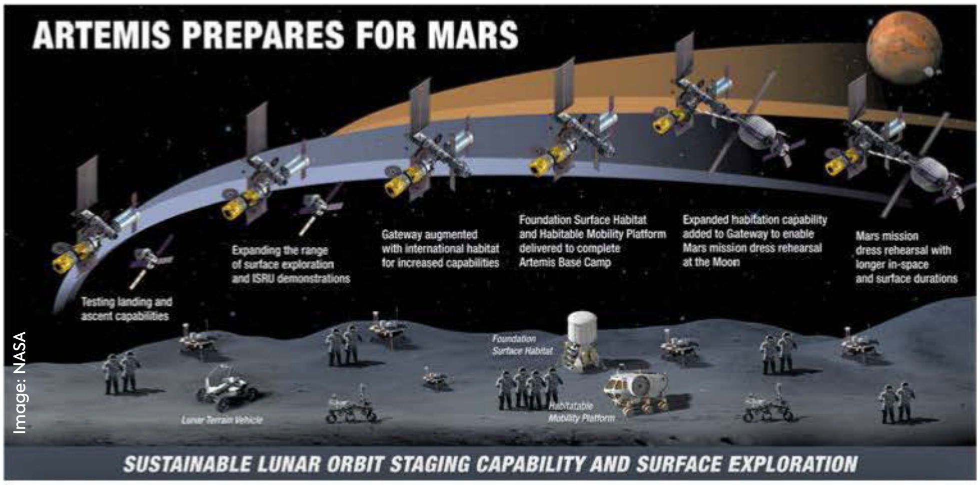


Image: NASA

One of the greatest delights at seeing the *U.S.S. Enterprise* return in *Star Trek: Strange New Worlds* is the redesign of the *Constitution*-class Starship – and pretty much every example of Treknology throughout the show. Given there's a 56-year gap between the production techniques used to create *Star Trek* and those employed for SNW, it's entirely fitting the series' designers have seized the opportunity to update and re-imagine everything from uniforms to control interfaces in a slick and stylish on-screen reboot.


ARTEMIS PREPARES FOR MARS
Testing landing and ascent capabilities
Expanding the range of surface exploration and ISRU demonstrations
Gateway augmented with international habitat for increased capabilities
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Expanded habitation capability added to Gateway to enable Mars mission dress rehearsal at the Moon
Mars mission dress rehearsal with longer in-space and surface durations
Lunar Terrain Vehicle
Foundation Surface Habitat
Habitatable Mobility Platform
SUSTAINABLE LUNAR ORBIT STAGING CAPABILITY AND SURFACE EXPLORATION

Image: NASA

Any attempt to update the look of a beloved franchise brings potential criticism, of course – questions like "Why does the earlier version look more modern than the later one" are hard to shake. The trick has been to ensure the portrayal and functionality of Treknology has been recognizable to established fans while being exciting enough to attract a newer audience and, given SNW's huge success, this has clearly been achieved. *Star Trek*'s impact has spread yet wider into the 21st century and will certainly go on to influence a new generation of would-be scientists and engineers.

However, getting all 'retro' isn't confined to our favorite show. NASA aren't averse to revisiting their own successful designs, and if you're old enough to remember watching the 'space race' in the late sixties, you'd be forgiven for feeling more than a touch of *déjà vu* as you follow NASA's current *Artemis* mission. Following its unmanned "dummy run" around the moon a few months back, the successfully returned-to-Earth Orion capsule is little more than a beefed-up and modernized version of the Apollo Command Module used during the original moon missions which, in one of those beautiful coincidences of history, was also being tested during the creation of the original series, just as Orion is now.

It was a deliberate choice to revisit this successful configuration for the return to the moon, and beyond, but don't forget for nearly 30 years we had real-life *Galileo Seven* shuttlecraft in the form of the Space Transport System, the Space Shuttle, making spaceflight routine – and reminding us of the terrible risks of exploring outside our world.

Increasingly commonplace while it may be, traveling to the stars will never be a part of *everyone's* lives so, to celebrate the adventures of Captain Pike and his trusty crew, what better way than to consider how Treknology – original and reimagined - has become part of our 'familiar' world over the last six decades.

HAILING FREQUENCIES CONSTANTLY OPEN

If you're signed up to the digital edition of *Star Trek: Explorer*, there's a fair chance you're reading it on a device that's operating wirelessly. Tablet-sized PADDs and small-screen desktop computers similar to laptops would appear later in *Star Trek: The Next Generation*. But the ability to access enormous amounts of multi-format information from a data repository via a handheld device, the tricorder, or larger interface, such as a Bridge station, was one of the most exciting aspects of *Star Trek's* futuristic design. So, too, was the ability to make just about anything happen – ▶

01

▶ launch a photon torpedo, activate the transporters or operate the turbolift – via pressing a button or twisting a handle.

There's a real-world term, coined in 1999 by the American innovator and futurologist Kevin Ashton, that describes the ability to control objects in the physical world via their connection to a centralized digital system – 'the Internet of Things' – and it's something that *Star Trek* regularly illustrated, 30 years before the term existed.

However, we're looking to Treknology made familiar, and when it comes to something that tirelessly provides its user with enormous flexibility and power at their fingertips, the best example has to be the ubiquitous cellphone. The question is, how have we arrived at a point where we can undertake planet-wide mobile communication at the flick of a thumb?

Of the several major engineering breakthroughs to consider over the 56 years (more on them later), one of the most important technological developments allowing us to pinpoint our location to within a few feet of accuracy in the middle of a desert or translate languages in real-time nearly as fast as Nyota Uhura are the ever-increasing network of Low Earth Orbit and other satellites that surround our planet.

Beginning with Eutelsat's e-BIRD in 2003, more recent 'constellations' such as SpaceX's Starlink have continued to improve the speed and bandwidth of global telecommunications.

Thanks to the ongoing work on nanosatellites pioneered by Professors Jordi Puig-Suari and Bob Twiggs in the late 1990s, Earth's very own version of Starfleet's subspace network will only continue to grow, with the potential of costs falling to the point where *all* wireless communication could come to us via space. And all of this constantly feeding into a shiny rectangular object we thoughtlessly shove in a pocket or bag when not in use? Perhaps had they been called communicators, they'd be treated with a little more respect.

ACTIVATE MAIN VIEWSCREEN

02

Were you to count the interconnected devices crewpersons such as Lieutenant Erica Ortegas uses in *Strange New Worlds*, it's likely to hit double figures before the end credits roll. If you think this interaction is beyond our routine life, consider this - in August 2022, the American audit company Deloitte undertook a survey that reported the average US household included 22 entertainment and smart home devices. The great majority of these are as portable as a tricorder (actually, virtually all are *much* smaller and lighter), mostly down to revolutions over the last 56 years in three technologies.

The first is microprocessors, which have steadily become more powerful and smaller, but so have two unsung areas of technology - batteries and displays. Battery evolution has influenced device design, usability, and portability as much any other component.

Milestones include the bulky and problematic Nickel-Cadmium batteries first developed by Motorola in 1973, American inventor Stanford R. Ovshinsky's more efficient Nickel Metal Hydride battery in the early 1980's and University of Texas Professor John B. Goodenough's refinement of English chemist Stanley Whittingham's Lithium-Ion batteries later in that decade. Goodenough's subsequent work led to Lithium-Ion polymer batteries which, while more expensive to produce than Li-Ion, have a greater lifespan and are likely powering your higher end tech today.

It's ironic SNW's tricorder looks more like a radio telephone than a modern cell thanks to its internal components, but at least the redesigned version has a slightly larger – and flatter – screen than the original, which featured a (non-functional) miniature Cathode Ray Tube. First demonstrated in 1897 by the German physicist Karl Ferdinand Braun, while it might seem old fashioned now, CRTs dominated displays for well over a century – and hampered the miniaturization of devices considerably.

> 'THE INTERNET OF THINGS' IS SOMETHING THAT *STAR TREK* REGULARLY ILLUSTRATED, 30 YEARS BEFORE THE TERM EXISTED.

Things began to change throughout the 1960s with the PLATO computer system at the University of Illinois, leading to the world's first single-color plasma screen capable of touch-sensitive control in the 1970's, but the kind of pin-sharp imagery we see on the original and redesigned *U.S.S. Enterprise*'s various viewscreens came to our reality with thin film transistor Liquid Crystal Diodes courtesy of the Sharp Corporation in the late 1990s and, arguably the biggest leap, Light Emitting Diode backlights in the 2000s. This paved the way for the Organic LEDs and Active-Matrix OLEDs that grace most of our devices today – and allow us to watch *Strange New Worlds* in glorious 4K high definition.

01 PADD used in *Star Trek: Voyager*

02 Activity on the Bridge of the *U.S.S. Enterprise* in the *Strange New Worlds*

03 An Away Team teleporting in the *Star Trek: The Next Generation* episode, "Encounter at Farpoint"

THE SPEED OF PROGRESS, FROM WALKING TO WARP

There's no denying the array of everyday items we now take for granted that were originally seen in *Star Trek* as fiction is impressive. However, for some, the speed of progress can be *too* fast. Even in a world where replicators can instantly generate ready-to-eat food, Captain Pike prefers to entertain his guests with good old-fashioned cooking, taking his time and enjoying the social aspect of eating. This isn't to say neither he or his crew don't appreciate the *Trek*-tech available to them, and there are many concepts most of us would gladly embrace were they to become reality.

Sadly, the sometimes grindingly slow pace of scientific change means there are many Treknologies that are as distant as they were when Captain Kirk's *U.S.S. Enterprise* first came onscreen.

In late 2021, reports surfaced of the accidental discovery of a real, albeit tiny 'warp bubble' by a team of physicists led by former NASA engineer Dr Harold G. White while observing the structure of Casimir cavities, the area between two microscopically close parallel conducting plates which, despite having no charge, create an attractive force between them. Discussions quickly turned to it fitting with Miguel Alcubierre's mathematical model for a potential warp drive, but the scientific community quickly dismissed the team's paper, leaving us no closer to the mighty drives of Engineers Hemmer and Scott than we were before.

Another Treknology most would love to become routine is the Transporter. Grandiose claims of "breakthroughs" have surfaced over the last near-60 years, all of which, I'm disappointed to say, are never quite as atom-disassembling as they appear.

There *have* been successes in 'teleporting' photons from one location to another, but it's information rather than flesh and bone. Set in 2017, the current transportation record is 870 miles from Earth to the orbiting Micius satellite by Jian-Wei Pan's team at China's University of Science and Technology in Hefei, but you need to know a lot about quantum physics to make sense of the achievement which, while scientifically significant, isn't exactly beaming a landing party down.

But here's the thing. Only four issues of *Star Trek: Explorer* ago, Treknology's fusion power article discussed the attainment of ignition – where more energy is generated than put into a reactor – as a future goal. In December 2022 at the Lawrence Livermore national Laboratory, this was achieved for the first time. So, you never know when things might speed up...

EVER THE EXOPLORER

Part One of our extensive interview with the ever-busy actress, singer, author and podcaster Nana Visitor ran last issue, and now, in part two, the actress discusses the evolution of *Star Trek: Deep Space Nine*'s Kira Nerys as a character and about returning for *Lower Decks*, addresses the passage of time, and reveals whether or not she'd be up for playing Kira again in a live-action format...

WORDS: IAN SPELLING

Which of Kira's relationships do you think most fueled her growth as a character?
Visitor: I would say her relationships with Odo and Sisko. Sisko was a mentor to her and an example, once she calmed down enough to watch and hear him. With Odo, it's the perfect example of, "You think looks are important? I can become an eagle. I can become rain. It doesn't matter. Who are you loving, the sentient being or the corporeal?" That was a huge lesson for her.

What did you hope to learn about Kira or play on screen that you never got to do?
Visitor: I would have enjoyed a more complex understanding of her relationship with the baby that she carried, just because I'm curious about that myself. I would have loved to explore that. Maybe there was nothing to explore, but I would have liked to have known that, just a little more than we were able to. They gave it to Sid, damnit!

Some *Star Trek* fans back in the day did not love *Deep Space Nine*, and many of those same people now revere the show. You and Armin Shimerman always used to say that would change with time. What's it been like to see that happen?
Visitor: Weird. It's been weird. I remember reading on Twitter that DS9 is trending. Why? I felt the same way. It's like, "What's happening?" Of course, it's because people could finally see the show in its entirety if they chose to, and see the big arcs that were written in. When it moved around and was suddenly dropped for whatever special was going on, they didn't make it important, where it was seen. DS9 was often difficult to find. If you missed one episode, you were like, "What's happening? Why is she acting like that? Why are they doing that now?"

Some people got lost and probably gave up, or it seemed disjointed. Part of what's happening now is that people can see a serialized show and stream it. That makes it so much easier to jump into the pool.

At a recent convention, I saw several Kiras. These were young women who were 12, 17, 25, just very young. This is a whole new generation of *Star Trek* fans, a whole new generation of Kira fans...

01

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01 Nana Visitor, as Major Kira

02 Visitor got to play a very different Kira Nerys in the DS9 season two episode, "Crossover"

03 *Star Trek: Lower Decks*, "Hear All, Trust Nothing," season three

Visitor: I love it. I've spoken to a lot of young girls named Kira whose parents want me to talk to them about what the name means. It's incredible to me that parents, including fathers, are going the full spectrum. What really knocked me out, and it happened probably five years ago, was a kid at a convention, who was 15, came up to me, and was like, "Oh, you're so cool. I have such a crush on Kira."

I was like, "What?" It's interesting to me that he could look at a woman like that and not go, "Wait a minute. She's not playing by the rules. She's a little out of control. I don't find that attractive," that he could go, "That's an interesting woman." He really showed me how far we've come because, back in the day, if I went to a convention, there were men telling me how I needed to play it – and women, too – and that women didn't get angry like that. "That wasn't how a woman was strong."

Here's part of the problem: Yeah, of course, it's not how *all* women are strong. If we had more women acting strong in all different ways, then you'll get it. When I am being determined about something personally, that is what I bring. That is where I am on the spectrum. That's not necessarily in the middle of what most people see as comfortable for a woman. That might be slightly further toward something else, and that's the point. Not every woman is strong in the same way, and that that diversity is starting to be allowed is wondrous to me.

Along the same vein, with the passage of time, we've lost Rene Auberjonois and Aron Eisenberg. We lost Louise Fletcher last year. How do you got about reconciling that end of the equation, that the show, the work, and the characters will live on, but we don't?

Visitor: It's so healthy for us to realize that. What the show represents is our goals, dreams, and hopes... and those keep going. Those aren't just for us, but for people that come after us. We're all part of the same thing. It's not like if women don't see everything I hope they'll see in their lives, in my lifetime, that it's failed. It's ongoing.

I've been saying this to people and saying it in other interviews, but what we've just learned about monarch butterflies is that we used to think they flew from Canada to Mexico in one lifetime. We just found out that's not true, that they stop at certain points, and have other butterflies. The original ones die off and the next generation gets to the next spot. Again, it happens.

Their journey isn't about just one generation. It's a human goal. DS9 is the human goal, and we're monarch butterflies, just getting the next generation there.

Your journey as Kira carried on with *Lower Decks*. How did that come together?

Visitor: It happened exactly the way DS9 came… very dry. DS9 was an offer. It was an audition, but it came through my managers. It was, "Look over the contract, and see what you think." I had watched *Lower Decks* and I loved it, so that made it easy. I was like, "Yeah, they're doing this stuff that I think *Star Trek* has the potential to do: entertain, and also throw in ideas that can help young people." It can do both at once. So, that was an easy "Yes." Plus, I always loved the looping sessions while doing DS9. With all the noise on set, we had to loop most things. Anything that was in the office. If I walked in, and those doors were going, something had to be looped. So, I was in the looping studio a lot. I always found that like a game. "Try to figure out this." I love puzzles, so it was, "Try to figure out this puzzle of how to even make the performance more interesting, because you've got a second chance at it."

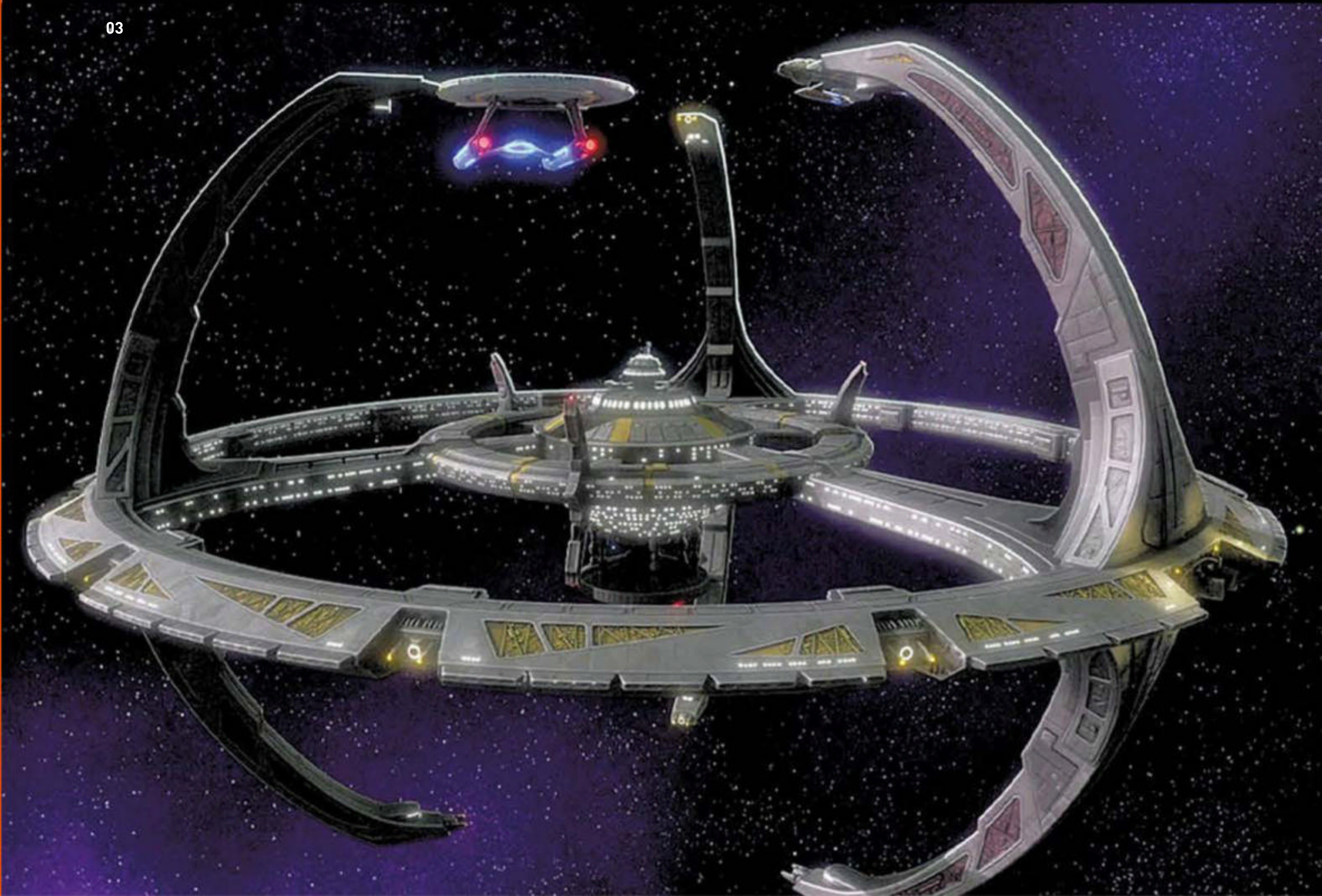
Voicing Kira is interesting to me to begin with. And, with animation, it's even more interesting because you have to put everything into the voice. You can't depend on your eyes, face, or body language. There are limitations on you, which always makes for creative things. And the *Lower Decks* guys, they were a delight to work with, fun and collaborative. That's just fun. That's like playing games.

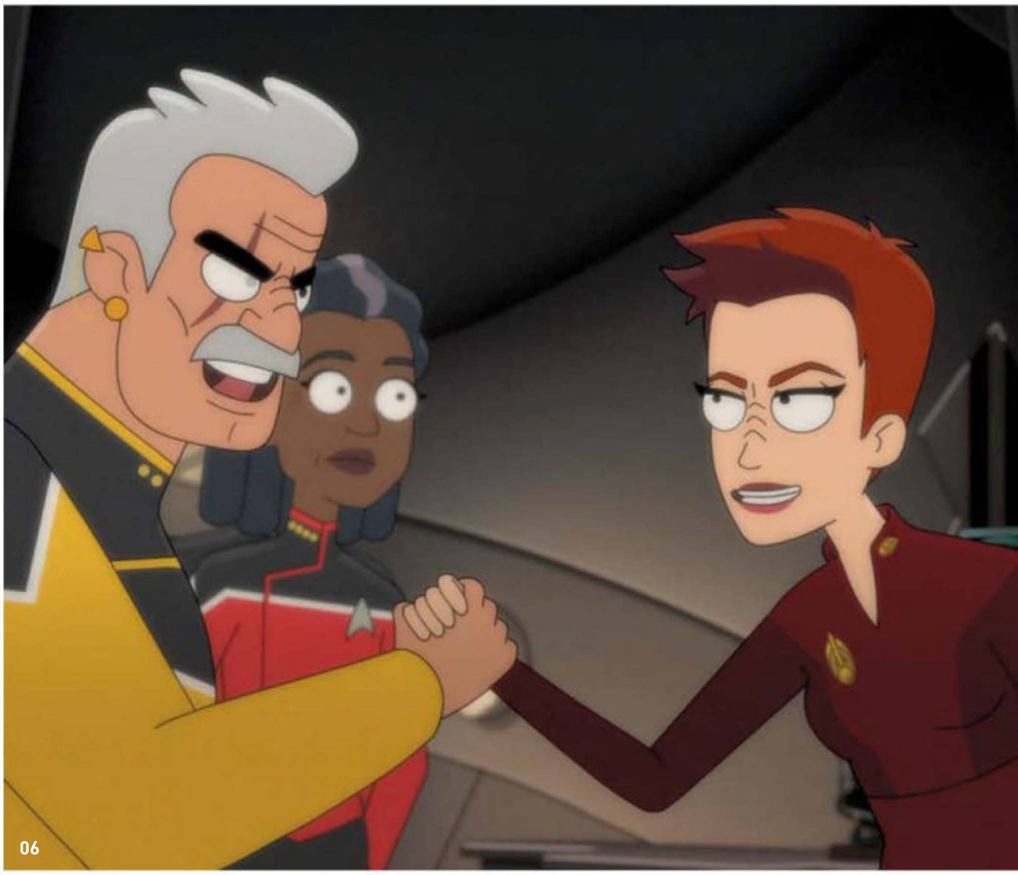
> "WHAT THE SHOW REPRESENTS IS OUR GOALS, DREAMS, AND HOPES… AND THOSE KEEP GOING."

Kira's scenes were primarily with Quark and Shaxs, but you didn't record with Armin or with Fred Tatasciore. What was that like for you?

Visitor: I had never met Fred. I met him afterwards, and he's so sweet. We did something about the episode, interviews, and he was there. I'd love the opportunity to work with him all the time. He's delightful. I knew his voice from watching the show, so I had an idea. Fred was in my mind. Armin, I knew where he would go and what it would be, and I know his voice so well. And it really was right there. When I watched the episode it was like, "Yep, there we are." It was just instinctual. I'm sure he did the same with me and my voice. I had both of them with me in that darkened room, even though, corporeally, they weren't there.

03





> “NOT EVERY WOMAN IS STRONG IN THE SAME WAY, AND THAT THAT DIVERSITY IS STARTING TO BE ALLOWED IS WONDROUS TO ME.”

What did you make of how Kira looked as an animated figure, and how she was presented in the episode?

Visitor: I loved how they drew her, in every sense. I love that Quark and Kira still had that thing going on. After a long period of time, there’s a certain understanding that… what would you call it? What is that term? Soldiers who have been to war together. There’s that bond between them. They have a bond, because they’ve been through a lot. Camaraderie! He still might make her crazy, but I got a sense that if anyone really threatened him, Kira would be right there.

If the opportunity arose to play Kira again in live-action, whether it’s a guest spot, recurring, or in a *Deep Space Nine* movie, how willing would you be to get involved?

Visitor: I’ve thought about it. People have asked the question and I go, “I would like to see representation of more older women.” Now, I sometimes get grandmother roles, but they really don’t see me that way. I don’t get the role very much, because how young people imagine a grandmother, unfortunately, is sometimes based on the way that they so often have been depicted in films and on TV. There’s this stereotype, and again, there’s no diversity.

Actually, I am a grandmother, so it’s confusing to me that these roles can’t look, sound, and be like this, like I am. I’m not the typical grandmother, I guess. So, in terms of older women on shows, and what they have to offer, I think it would be a great idea, to see that represented better and more often. And if I could play an older, more mature, more experienced version of Kira, where that was part of what was explored, that would be interesting to me.

I also think that mentorship between generations has evolved. Older people aren’t needed to explain what it’s like to travel to Rome, or what it was like in 1968. Young people have the internet for that. What we can offer is the accumulation of experience in human existence, how to manage being in a body that sometimes has cross purposes with our intended goals and dreams. That’s where we can give, but I don’t see it as one-sided. Young people can challenge us to keep expanding.

This is what I would love to see for Kira, as chief ethicist or adviser, as someone who respects the struggle being young can be and is there for perspective. But I don’t think it’s interesting if she is just the trope of the old crone. Kira needs to struggle and have growth herself, as any good relationship is going to make you do.

For the latest news about Nana Visitor and her forthcoming book, follow her on Twitter @nanavisitor

04 Nana Visitor as Major Kira Nerys

05 Kira Nerys is exposed to Sisko’s love of baseball in the season seven DS9 episode, “Take Me Out to the Holosuite”

06 Nana Visitor recently returned to *Star Trek* to voice Kira in the *Lower Decks* episode “Hear All, Trust Nothing”

EXCLUSIVE FICTION

Scramble

STORY: GREG COX
ILLUSTRATION: LOUIE DE MARTINIS

San Francisco, 1941 (or a reasonable facsimile thereof)

"This is your last warning, gumshoe. Drop this case if you know what's good for you."

Private detective Dixon Hill, as played by Captain Jean-Luc Picard, wasn't about to be intimidated by a low-level hoodlum like Mickey Giza, and certainly not in his own office. Sporting a trench coat and fedora, he stepped protectively in front of his latest client, a blackmailed heiress currently embodied by Deanna Troi. "I'll be the judge of that, Giza."

"Don't be so sure." The two-bit weasel pulled a pistol on Picard. "This is between 'Slugger' Kagan and the little lady here. Keep your nose out of it."

Picard weighed his options. Could he disarm Giza or should he keep him talking instead? Before he could decide what Hill would do, a shot rang out, blasting the pistol from Giza's grip. Spinning around, Picard was startled to see that Troi was no longer portraying Laurel Dupree, glamorous socialite, but rather was decked out, holographically, as a Wild West gunfighter, complete with a cowboy hat, a gunbelt slung across her hips, and a smoking six-shooter in her hand.

"Vamoose, you no-good varmit, before I fill your mangy carcass full of lead."

"Deanna?" Picard said, breaking character.

"Call me Durango," she said with a grin.

Picard recognized the character from a western holodeck program Troi enjoyed on occasion. But what was "Durango" doing in a Dixon Hill mystery?

"Computer, freeze program."

The hard-boiled scenario paused, turning Giza as stiff as a storefront mannequin, as Picard regarded Troi's incongruous outfit quizzically. "An explanation, Counselor?"

"I'm as puzzled as you are, Captain." She blew out the smoke wisping from her firearm. "Not that I didn't take full advantage of this unexpected twist."

"More like a malfunction. It would appear that a computer glitch is causing one recreational holo-program to bleed into another. No doubt a result of our recent mishap."

The *Enterprise* was undergoing shipwide maintenance after a close call with a dark matter nebula resulted in minor damage to the ship and its systems. Nothing too critical, but requiring attention from La Forge and his engineering teams. Inspecting the holodeck was obviously a low priority, unless . . .

"Computer, verify safety protocols are still in place."

"*Confirmed*," a disembodied female voice confirmed.

Picard nodded. "Merely an aggravation then, not a crisis." Scowling, he observed that the view from Hill's office now included the Eiffel Tower. "A pity this case will have to resume another day. I'm afraid I owe you a rain check, as it were."

"Why not continue?" She suggested.

He didn't understand. "But the program has been compromised, so there's no point in carrying on until it's been fixed."

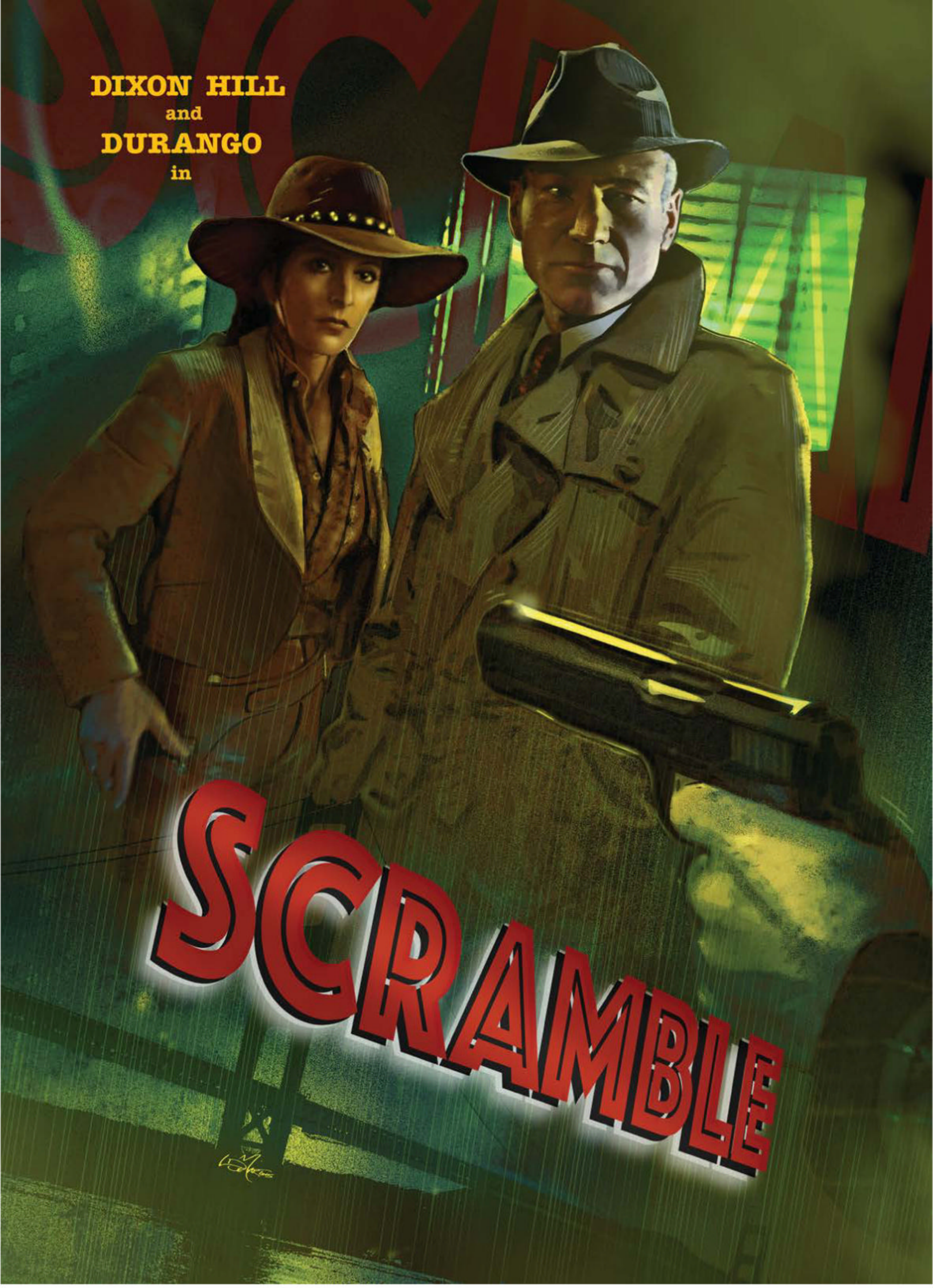
"Because?" She prompted.

He gestured at the window, at her cowgirl getup. "These anachronisms are spoiling the integrity of the story."

"So? With respect, Captain, why not just relax and give it a go anyway? Who knows, it might be fun. You just need to put your preconceptions aside and open your mind to new possibilities."

"You're beginning to sound uncomfortably like Q," Picard grumbled.

Then again, with the *Enterprise* cruising at impulse during the repairs, they weren't arriving anywhere soon. And he *had* invited Troi to join him on this holo-


DIXON HILL
and
DURANGO
in
SCRAMBLE

adventure during their downtime, so he was reluctant to disappoint her, nor to appear too inflexible.

"Very well, although I fully intended to stay in character – if possible." He raised his voice. "Computer, resume program."

Giza picked up where he'd left off, making tracks while spewing threats. "This ain't over, Hill! Just wait until Slugger hears about this. You'll be sorry, and Annie Oakley here, too!"

He slammed the door on his way out, leaving Picard to review the narrative so far. "Slugger" Kagan was a notorious mobster who was blackmailing Laurel over some highly embarrassing letters he'd come into possession of. She'd just hired Hill to get the letters back when Giza had barged in – and Durango had replaced Laurel.

"So what's our next move, pardner?" She drawled.

Picard was pondering that when, abruptly, a gunshot went off outside in the hall and they heard Giza cry out. Sharing a glance, Picard and Troi dashed out of Hill's office to investigate, only to find themselves in an elegant dining car, rattling along a vintage railway line.

The Orient Express?

"All right, detective," a bristling Tellarite wearing a monocle and a tuxedo challenged Picard. "You've got us all gathered here. Why don't you tell us whodunnit?"

Mickey Giza was nowhere to be seen, dead or alive. Instead Picard found himself, along with Troi, in a different variety of detective story, where the assembled suspects provided more evidence that the holodeck's glitches were escalating, given that the group consisted of a green Orion nun, a human standup comic of some notoriety, an Andorian flapper from the Roaring Twenties, one of the three Musketeers, and . . . Sigmund Freud?

"A fascinating conundrum. Perhaps we should consider the unconscious urges behind the murder." Freud puffed on a cigar. "Then again, sometimes a red herring is only a red herring."

Picard paused the program again. "This is absurd!"

"Or delightful," Troi countered, "depending on your attitude."

"Look here, one of the pleasures of genre is familiarity: you enter a Dixon Hill mystery, you know what to expect, within certain established parameters, and those parameters are what define the work. Without boundaries, a haiku is no different than a sonnet." He gestured at the ridiculous mishmash surrounding them. "Musketeers and cowboys do not belong in a hard-boiled detective story."

"Perhaps, but sometimes blurring those boundaries, or even throwing them out entirely, can be rewarding, if only just to let your imagination and creativity run free. Like mixing chocolate with peanut butter, or staging a modern-dress version of *Aida* set on Romulus."

"A PITY THIS CASE WILL HAVE TO RESUME ANOTHER DAY. I'M AFRAID I OWE YOU A RAIN CHECK, AS IT WERE."

"I did once see a production of *Macbeth* set during the Eugenics Wars," he conceded, somewhat grudgingly, "that provided a fresh way to look at the classic tragedy." He sighed before giving in. "I suppose we can see out this . . . scramble . . . a bit longer."

"Blast it, Hill," the posh Tellarite demanded as the program resumed, "don't keep us waiting. Who is the killer?"

"Yeah," the flapper's antennae twitched impatiently. "And what's with Calamity Jane here?"

Not surprisingly, Picard felt as though he'd missed a few chapters of this particular mystery. "Er, 'Slugger' Moran?"

"Who wants to know?"

Kagan stormed into the dining car, clearly looking for trouble. At this point, Picard was only slightly surprised to discover that the 1940s mobster was now a Klingon in a pin-striped suit, sporting brass knuckles instead of a *bat'leth.* Trailing behind him was Giza, now unaccountably a Ferengi, complete with a bandaged lobe from when he was presumably shot before. Kagan snarled at Picard.

"I've got a score to settle with you, Hill!"

"Hold on!" The Tellarite said. "I thought the killer was one of us?"

"It is!" The chartreuse nun pointed at Freud. "I can keep silent no longer. It was the professor in the baggage coach with an umbrella!"

"*Ach!"* Freud exclaimed. "That was not my superego, only a monster from my id!" He seized the flapper and held an entirely non-period hypospray to her throat. "Permit me to take you hostage, my dear."

"Unhand her, miscreant!" The musketeer sprang to his feet and drew his rapier, accidentally impaling the comic, who chose precisely that moment to dash in front of him. Picard wasn't sure if that constituted good comic timing or the reverse.

"Take my life, please!" The comedian crashed into a table, sending plates and dishes flying. "And don't forget to tip your waiter . . ."

Pandemonium erupted. Snorting furiously, the Tellarite tackled the musketeer, obstructing Kagan, who shoved the nun aside in an effort to get to Picard, even as the flapper elbowed Freud in the gut and flipped him over her shoulder toward Troi, aka Durango, who knocked him out with the butt of her six-shooter, then dived into the all-out brawl, throwing punches and whooping it up, while Picard stomped on the fallen hypospray to keep it from falling into the wrong hands, as well as on general principle.

"Saints preserve us!" The nun crossed herself, only to fritz, stutter, and morph into a certain Goddess of Empathy, clad in a flowing Grecian robe, who just happened to be a dead ringer for Deanna Troi. "Please, dear souls, turn away from violence and seek peace and harmony instead."

Rolling her eyes, the real Troi snatched a custard pie from a dessert caddy and smashed it into her doppelganger's beatific face.

"Was that strictly necessary?" Picard asked.

"Absolutely."

Kagan ducked a flying bottle of champagne, flung by the flapper, then stumbled over the comic's skewered body. The bottle shattered behind him, spraying him with foaming spirits.

"For Kahless's sake! This was a new suit!" He shook a fist at Picard as he fled the car. "Another time, Hill!"

Picard was tempted to let him go, but knew that Dixon Hill would stay on the case, no matter what. He shoved his way through the melee. "We're not through here, Kagan!"

"Not so fast, gumshoe!" Giza plucked the rapier from the comic's corpse and tried to stab Picard in the back, but Troi lassoed him just time, yanking him backwards.

"Go," she urged Picard. "I've got this!"

Taking her word for it, he took off after Kagan, exiting the dining car and chasing his quarry through:

The bridge of James Kirk's

original *U.S.S. Enterprise* (no A, B, C, or D).

The rocking deck of a 19th-century sailing ship.

A romantic moonlit beach.

And, finally, as the environment kept shifting around them, the blistering heat of Vulcan's Forge, where Kagan finally turned to make a stand.

"I'VE HAD ENOUGH OF YOU, HILL! TIME TO TEACH YOU A LESSON YOU'LL NEVER FORGET..."

"I've had enough of you, Hill! Time to teach you a lesson you'll never forget..."

"My thoughts exactly." Picard reached inside his trench coat for his gun, but pulled out a badminton racket instead – just as the holodeck gifted Kagan with a Klingon *painstik*.

Merde.

Picard again considered shutting down the program, but resolved to stay on the case, even if it meant a trip to sickbay afterwards.

But perhaps there was a way to turn these glitches to his advantage? "Make up your mind," he challenged Kagan. "Are you a human criminal – or a Klingon warrior? Who ever heard of a lowlife mobster with honor?"

"I . . . that is . . . *Qapla'*?"

The questions flummoxed the hybrid character. Conflicting subroutines froze Kagan long enough for Picard to wrench the *painstik* from Kagan's grasp. Energy crackled furiously as he gave the mobster a taste of his own medicine, dropping him onto the hot, barren soil.

"You messed with the wrong gumshoe," Picard said. "There's a reason I get twenty bucks a day, plus expenses."

A dust cloud on the horizon turned into a damp pea soup fog as a horse-drawn hansom cab rolled out of Victorian London. Troi exited the carriage, thanking the coachman for the lift.

"Just watch yourself, young miss," he replied "and stay off the moors. I know what I saw, and those were the footprints of an enormous *targ*!"

Meanwhile, Picard had one last bit of business to attend to. Frisking Kagan's unconscious form, he retrieved the incriminating letters from Kagan's vest pocket. He handed them to over to Troi, who set them ablaze with a struck match. "Thanks, pardner."

"Case closed," Picard said.

"All right, Counselor," he conceded, after shutting the holodeck down for maintenance. "That exercise did turn out to be somewhat exhilarating. Perhaps there *is* something to be said for taking liberties with any given setting or story . . . if only just for novelty's sake. Occasionally."

"That's the spirit, Captain," she said. "Who knows? Maybe next time I can be Dixon Hill and you can be Durango."

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THE DEFINITIVE GUIDE TO... CROSSOVERS!

With *Star Trek: Strange New Worlds* and *Star Trek: Lower Decks* set to mount a mixed live-action and animation crossover event, and *Star Trek: Picard* seeing the return of the entire *Star Trek: The Next Generation* main cast for its final season, it's an ideal time to explore the franchise's rich history of interconnecting it's various series and movies through guest appearances by characters from other titles. A quick note: for an episode or movie to qualify as a crossover, it must include original cast members in their roles. So, the 2009 film is a crossover because of Leonard Nimoy as Spock but recast roles in *Star Trek: Discovery* and *Strange New Worlds* don't qualify. However, archival footage – such as "Trials & Tribble-ations" – does qualify even though it's a teensy bit cheaty. Take a deep breath – there's a lot to get through!

WORDS: RICH MATTHEWS

STAR TREK: THE ORIGINAL SERIES

01

02

03

01 *Star Trek: The Next Generation:* "Encounter At Farpoint"

02 *Star Trek: The Next Generation:* "Unification"

03 *Star Trek: The Next Generation:* "Relics"

Star Trek: The Next Generation: "Encounter At Farpoint"

(Season one, Episode One; aired September 28, 1987)
DOCTOR LEONARD "BONES" MCCOY (DeForest Kelley)

The TNG pilot ushered in the new era with an aged-up Kelley playing 137 years as Spock-surrogate Data shows him around the *U.S.S. Enterprise*-D: "You treat her like a lady, and she'll always bring you home."

TNG: "Sarek"

(Season three, Episode 23; aired May 14, 1990)
SAREK (Mark Lenard)

Having played a Romulan ("Balance of Terror") and a Klingon Commander (*The Motion Picture*), Lenard memorably reprised Spock's dad from the original series and three of the feature films (*The Search for Spock*, *The Voyage Home* and *The Final Frontier*) to moving effect, as Sarek suffers the early stages of dementia.

TNG: "Unification"

(Season five, Episodes seven and eight; aired November 4 and 11, 1991)
SPOCK (Leonard Nimoy)
SAREK (Mark Lenard)

Lenard essays Sarek's final day, robbed of logic and emotional control, laying the groundwork for the coup of Nimoy joining TNG for the franchise's 25th anniversary. Aired only weeks before *The Undiscovered Country* made its box office debut, we got to see Spock's ambassadorial future as potential unifier of Vulcan and Romulus, plus the thrill of Nimoy interacting with Stewart, Spiner *et al*.

TNG: "Relics"

(Season six, Episode Four; aired October 12, 1992; written by Ron Moore)
CAPTAIN MONTGOMERY SCOTT (James Doohan)

Just shy of a year since *The Undiscovered Country*, Doohan made the first of two crossover appearances, although his storage in a transporter buffer here is the only one that sees the venerable engineer share screentime with the new crew. His recreation of the original bridge on the holodeck is a genuine tearjerker.

Generations

(Seventh film of 13; released November 18, 1994)
CAPTAIN JAMES T KIRK (William Shatner)
SCOTTY (James Doohan)
COMMANDER PAVEL CHEKOV (Walter Koenig)
Bonus: **TIM RUSS** as *U.S.S. Enterprise*-B Bridge Lieutenant

Shatner saved his TNG appearance for the big screen. Then only interacted with Stewart, after a 23rd-Century teaser saw Chekov and Scotty onboard the maiden voyage of the *Enterprise*-B. Kirk is flung into the fantasy nirvana Nexus before being "freed" by Picard to save a star system (and the crew of the D!) before boldly going where only Spock had gone before... to the afterlife. Sadly, no coming back (at least onscreen) for Shatner.

Deep Space Nine: "Blood Oath"

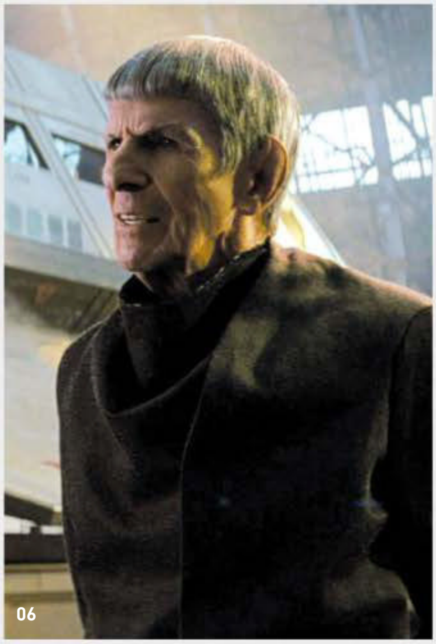
(Season two, Episode 19; aired March 27, 1994)
KANG (Michael Ansara)
KOLOTH (William Campbell)
KOR (John Colicos)

DS9 set out its Klingon table when this aging trio of iconic original series warriors barrelled onto the station to quaff blood wine with Dax – and enlist her to carry out a vengeance oath made by Curzon. Loud, bawdy and operatic; now with added brow ridges.

STAR TREK: THE ORIGINAL SERIES

04 Kor *Star Trek: Deep Space Nine*: "The Sword of Kahless"

05 Captain Hikaru Sulu *Star Trek: Voyager* "Flashback"



06 Ambassador Spock in the 2009 *Star Trek* film

07 Commander Riker and Counselor Troi *Enterprise:* "These Are The Voyages..."

08 Lursa and B'Etor *Star Trek: Deep Space Nine:* "Past Prologue"

DS9: "The Sword of Kahless"

(Season four, Episode Nine; aired November 20, 1995); "Once More Unto The Breach" (Season seven, episode seven; aired November 11, 1998)

KOR (John Colicos)

Ageing Kor returned twice, now with Worf and Klingon melodrama DS9 regulars. First, for a quest adventure with Worf and Dax, then for a fitting send-off to Sto-vo-kor in the Dominion War.

DS9: "Trials & Tribble-ations"

(Season five, Episode Six; aired November 4, 1996)

KIRK, SPOCK, BONES, SCOTTY, CHEKOV

LIEUTENANT UHURA (Nichelle Nichols)

CYRANO JONES (Stanley Adams)

KORAX (Michael Pataki)

ARNE DARVIN (Charlie Brill)

30 years of *Star Trek* was marked with a cutting edge dropping of DS9's 24th century characters directly into the classic "Trouble With Tribbles" episode. The crew got to don bright 1960s uniforms and "interact" with Kirk, Spock and McCoy, bathing us in nostalgia - and rejuvenating the market for tribble merchandise.

Voyager: "Flashback"

(Season three, Episode Two; aired September 11, 1996)

CAPTAIN HIKARU SULU (George Takei)

COMMANDER JANICE RAND (Grace Lee Whitney)

KANG (Michael Ansara)

Voyager marked 30 years of *Star Trek* by popping onto the *U.S.S. Excelsior* under Captain Sulu via a mind meld, and also bringing back Kang and giving Rand her final bow. Retrospectively placing Tuvok under Sulu's command was a compelling conceit.

Enterprise: "These Are The Voyages..."

(Season four, Episode 22; aired May 13, 2005)

KIRK (William Shatner)

Shatner's dulcet tones contribute to the sign-off of *Enterprise*, which repurposes the famous "Space, the final frontier..." with the voices of Kirk, Picard and Archer.

Star Trek (2009)

(11 of 13; released May 8, 2009)

AMBASSADOR SPOCK (Leonard Nimoy)

Nimoy was the last original crewmember seen in cinemas thanks to Spock being the linking *deus ex machina* for J.J. Abrams' Kelvin Timeline reboot. Through some timey-wimey McGuffin stuffin', the Vulcan Ambassador is chased across time by marauding Romulan Nero resulting in the destruction of the *U.S.S. Kelvin*, changing the timeline. Nimoy brought his usual gravitas to Abrams' kinetic new take.

Star Trek Into Darkness

(12 of 13; released May 16, 2013)

SPOCK (Leonard Nimoy)

A briefer return for Nimoy in the *Wrath of Khan* "requel", now more rubber stamp and shorthand to communicate how dangerous Khan is.

Star Trek Beyond (13 of 13; released July 22, 2016)
KIRK, SPOCK, BONES, SCOTTY, UHURA, SULU, CHEKOV

Only seen in a photograph when old Spock dies, it was still heart-warming to see the entire original crew represented in the reboot movies.

***Star Trek: Discovery:* "Unification III"** (Season three, Episode Seven; aired November 26, 2020)
SPOCK (Leonard Nimoy)

Use of footage from "Unification II" showcases Ambassador's Spock's efforts to reunite the Vulcan and Romulan races. It may be token, with Ethan Peck already seen in the role, but Nimoy's presence always compels.

STAR TREK: THE NEXT GENERATION

DS9: "Emissary" (Season one, Episode One; aired January 3, 1993)
CAPTAIN JEAN-LUC PICARD (Patrick Stewart)
CHIEF MILES O'BRIEN (Colm Meaney)
KEIKO O'BRIEN (Rosalind Chao)

The TNG-to-*Enterprise* era loved a good handing over of the baton, and even though DS9 was already getting O'Brien, nothing tops Picard saying "engage" to TNG's first spin-off. Stewart got to reprise Locutus as we finally got to see the Battle of Wolf 359, while Sisko's evident blaming of Picard for the death of his wife is an unusually seething meeting between show leads.

DS9: "Past Prologue" (Season one, Episode Two; aired January 9, 1993)
LURSA (Barbara March)
B'ETOR (Gwynyth Walsh)

Before their overdue demise in *Generations*, the duplicitous Duras sisters got mired in anti-Federation terrorism on Bajor. Not the nicest intro to Klingons for the station!

DS9: "The Way of the Warrior" (Season four, Episode One; aired October 2, 1995)
LIEUTENANT COMMANDER WORF (Michael Dorn)

Behind Kirk in *Generations*, perhaps the most famous crossover saw Worf permanently join DS9 in a big, bold, badass intro that remains one of the best *Star Trek* episodes ever.

DS9: "Q-Less" (Season one, Episode Seven; aired February 6, 1993)
Q (John De Lancie)
VASH (Jennifer Hetrick)

Early doors for Q on DS9 in a slightly so-so episode that also brings back "Captain's Holiday" temptress Vash.

DS9: "The Forsaken" Season one, Episode Seventeen; aired May 23, 1993); "Fascination" (Season three, Episode ten; aired November 28, 1994); "The Muse" (Season four, Episode 21; aired April 29, 1996)
LWAXANA TROI (Majel Barrett)

Love her or hate her, Lwaxana always leaves an impression. Perhaps the most interesting one on DS9 is her unlikely but moving relationship with Odo based on their shared outsider feelings.

08

STAR TREK: *THE NEXT GENERATION*

DS9: “The Maquis, Part II” (Season two, Episode 21; aired May 1, 1994); “The Search, Part II” (Season three, Episode Two; aired October 3, 1994)
FLEET ADMIRAL ALYNNA NECHAYEV (Natalija Nogulich)

Stern top brass Nechayev was often overseeing activity on the Cardassian border but was long gone before the Dominion War.

DS9: “The House of Quark” (Season three, Episode Three; aired October 10, 1994) and another 7 episodes
KLINGON CHANCELLOR GOWRON (Robert O’Reilly)

The award for most scenery chewing goes to… O’Reilly’s bug-eyed mega-ham of a Klingon leader, almost single-handedly derailing Klingon involvement in the Dominion War.

DS9: “Defiant” (Season three, Episode Nine; aired November 21, 1994)
THOMAS RIKER (Jonathan Frakes)

Will’s transporter clone from “Second Chances” goes a bit Maquis in this ship-stealing yarn.

DS9: “Sons of Mogh” (Season Four, Episode 15; aired February 12, 1996)
KURN (Tony Todd)

Todd’s turn as Kurn remains a Klingon highlight, which makes this severing of his ties to (and wiping of his memory of) Worf all the sadder.

***Voyager:* “Projections”** (Season two, Episode Three; aired September 11, 1995) and another five episodes
LIEUTENANT REGINALD BARCLAY (Dwight Shultz)

Former A-Team loon Shultz is a standout, and his recurring guest turns – obsessed with the crew of the *U.S.S. Voyager*; often being counselled by Troi – remain must-watches.

***Voyager:* “Death Wish”** (Season two, Episode 18; aired February 19, 1996)
WILLIAM RIKER (Jonathan Frakes)

Amusing that Q sees Riker as equally historically important as Isaac Newton when he summons them to make a point to Janeway.

***Voyager:* “Death Wish”**; “The Q and the Grey” (Season three, Episode 11; aired November 27, 1996); “Q2” (Season seven, Episode 19; aired April 11, 2001)
Q (John de Lancie)

Q’s visits to *Voyager* are a return to form for John de Lancie with the stranded vessel a better bedfellow thanks to its similarities to the *Enterprise*.

***Voyager*: “False Profits”** (Season three, Episode Five; aired October 2, 1996)
ARRIDOR (Dan Shor)
KOL (Leslie Jordan)

A sequel to TNG’s season three episode “The Price” sees the Delta Quadrant exposed to naked Ferengi avarice.

***Voyager*: “In The Flesh”** (Season five, Episode Four; aired

09

10

November 4, 1998); “The Fight” (Season five, Episode 19; aired March 24, 1999)
BOOTHBY (Ray Walstone)

Voyager’s encounters with the beloved Starfleet Academy groundskeeper were a facsimile created by Species 8472, a holodeck sim and a vision, but Walstone’s warm presence was always welcome.

Voyager: “Timeless”

(Season five, Episode Six; aired November 18, 1998)
GEORDI LAFORGE (LeVar Burton)

Captain LaForge of the *U.S.S. Challenger*! Admittedly, an alternate future version where Chakotay has gone rogue but still...

Voyager: “Endgame”

(Season seven, Episodes 25-26; aired May 23, 2001)
THE BORG QUEEN (Alice Krige)

The hive-mind matriarch was brilliantly portrayed by Susanna Thompson in “Dark Frontier” and “Unimatrix Zero”, but for the big send off, Berman and Braga drafted in their deliciously oleaginous *First Contact* star Krige to return.

Voyager: “Pathfinder”

(Season six, Episode Ten; aired December 1, 1999); “Life Line” (Season six, Episode 24; aired May 10, 2000); “Inside Man” (Season seven, Episode Six; aired November 8, 2000)
DEANNA TROI (Marina Sirtis)

Troi’s presence on *Voyager* is primarily as a therapist for Barclay – then the EMH and his creator!

Enterprise: “Broken Bow”

(Season one, Episodes One - Two; aired September 26, 2001); “In A Mirror, Darkly” (Season four, Episode 18; aired April 22, 2005)
ZEFRAM COCHRANE (James Cromwell)

Cromwell reprises the founder of warp drive from *First Contact*, albeit as a filmed speech then an evil version who shoots the Vulcan who greets him.

Enterprise: “These Are The Voyages...”

(Season four, Episode 22; aired May 13, 2005)
COMMANDER WILLIAM T. RIKER (Jonathan Frakes)
TROI
PICARD (voice)
LIEUTENANT COMMANDER DATA (Brent Spiner, voice)

This most controversial of crossovers implies that *Enterprise* has been a holo simulation watched by Riker on the *U.S.S. Enterprise*-D. While affection has grown for it over the past 15-plus years, dominant feeling remains that Archer and crew deserved a better last hurrah.

Picard: “Remembrance”

(Season one, Episode One; aired January 23, 2020) and three more episodes, including “Et in Arcadia” (Season one, Episodes 9-10; aired March 19 and 26, 2020)

09 Chancellor Gowron *Star Trek: Deep Space Nine:* “The House of Quark”

10 Boothby *Star Trek: Voyager* “In The Flesh”

11 Kurn *Star Trek: Deep Space Nine:* “Sons of Mogh”

12 Data *Picard:* “Remembrance”

13 Zefram Cochrane *Enterprise: “Broken Bow”*

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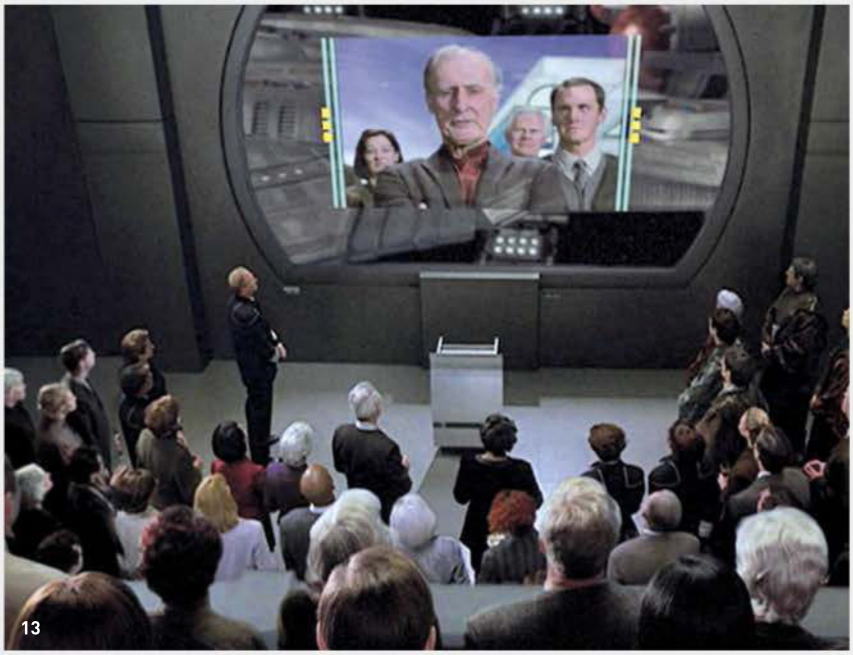
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STAR TREK: THE NEXT GENERATION

DATA

From *First Contact*, TNG shifted away from Data's friendship with Geordi to the android's relationship with Picard. By the time Stewart was ready to bring Picard back one last time (for three seasons), Data proved crucial due to his mortal sacrifice in *Nemesis*. Kudos to Spiner for getting in the make-up again (with a bit of digital help). Plus, bonus disassembled B-4!

Picard: "Nepenthe"

(Season two, Episode Seven; aired March 5, 2020); "Et in Arcadia, Part II"

RIKER & TROI

Perhaps the coziest episode of *Star Trek* ever, having pizza on the Riker/Troi homestead. Then we got the added air-punching moment of Will in command of a Fleet as he saved his former Captain's backside.

Picard: "The End Is the Beginning"

(Season one, Episode Three; aired February 6, 2020); "The Impossible Box" (Season one, Episode Six; aired February 27, 2020); "Nepenthe"

HUGH (Jonathan D'Arco)

The galaxy's cutest Borg is a conflicted-if-heroic figure nearly 30 years after "Descent". Alas, he meets his maker but that's what you get working with Romulans.

Picard: "The Star Gazer"

(Season two, Episode One; aired March 2, 2022) and four more episodes including "Farewell" (Season two, Episode 10; aired May 5, 2022)

GUINAN (Whoopi Goldberg; Ito Aghayere)

Jean-Luc's Jiminy Cricket got a welcome bow in season two of *Picard*, played both by franchise fave Goldberg and Aghayere in younger/alternate timeline form. This does muddle the whole "Time's Arrow" of it – why does she name the bar Ten-Forward before actually working on the *U.S.S. Enterprise*-D? – but the El-Aurian always keeps Picard honest.

Picard: "The Star Gazer"

and eight more episodes, including "Farewell"

Q

A dying Q is better than no Q at all, even if the previously immortal God figure got sentimental in his final moments - after making Picard's life *very* difficult yet again to give one of his famous harsh lessons.

Lower Decks: "Veritas"

(Season one, Episode Eight; aired September 24, 2020)

Q

Live action or animated, Q is pesky. Period.

Lower Decks: "No Small Parts"

(Season one, Episode Ten; aired October 8, 2020)

RIKER, TROI

A suitably bombastic and boisterous version of Riker shows up to captain the Titan.

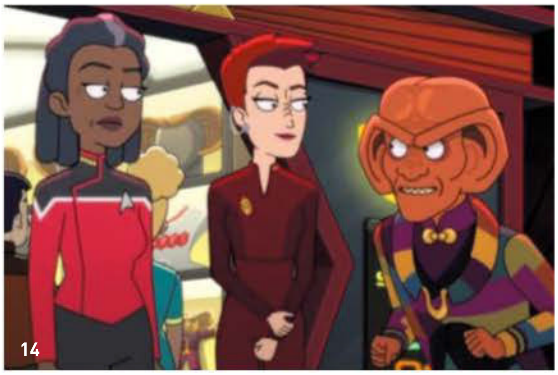
Lower Decks: "Temporal Edict"

(Season one, Episode Three; aired August 20, 2020)

O'BRIEN

It's amazing to learn that Miles becomes one of the most important in *Star Trek* history!

STAR TREK: DEEP SPACE NINE



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14 Quark and Kira Nerys *Lower Decks:* "Hear All, Trust Nothing"

15 EMH *Star Trek: First Contact*

16 Tuvok *Star Trek: Deep Space Nine:* "Through The Looking Glass"

17 Vice Admiral Kathryn Janeway *Star Trek: Nemesis*

18 Seven of Nine *Picard:* "Absolute Candor"

TNG: "Birthright, Part I"

(Season six, Episode 16; aired February 22, 1993)

DR JULIAN BASHIR (Alexander Siddig née Siddig El Fadil)

The young doctor – still in his callow period – gets a decent run-out on TNG to further strengthen DS9's connections to its progenitor.

TNG: "Firstborn"

(Season seven, Episode 21; aired April 25, 1994)

QUARK (Armin Shimerman)

Ironically foreshadowing Worf joining DS9, Quark pops up to be typically slippery and avaricious in an episode about Worf's family.

Voyager: "Caretaker"

(Season one, Episode One; aired January 16, 1995)

QUARK, MORN

Handover duties fell much lower down the command chain for *Voyager*. In fact, all the way off it as Quark's bar introduces Paris and Kim as the Ferengi tries to swindle naïve Harry.

Lower Decks: "Hear All, Trust Nothing"

(Season three, Episode Six; aired September 29, 2022)

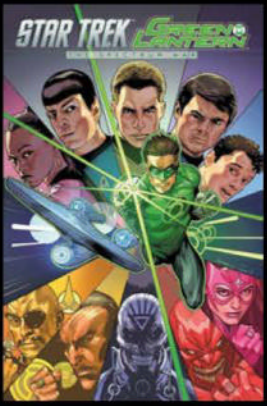
QUARK, MORN

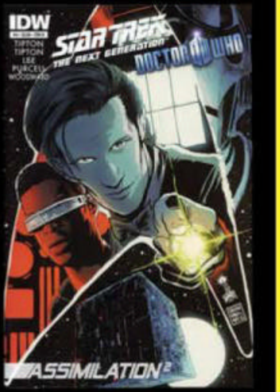
KIRA NERYS (Nana Visitor)

A hint at what the LD/SNW crossover could look like, thanks to this extensive return to DS9, albeit with only Kira and Quark, the former getting into an amusing life-saving contest with fellow Bajoran Shaxs.

TO BOLDLY CROSS OVER WHAT NO COMICS HAVE CROSSED OVER BEFORE…

The various crews have popped up in numerous other franchises - in drawn form, where budgets are low, and likenesses are cheap(er). Both the original series and TNG crews have been in *X-Men* for Marvel, while Kirk and co have also crossed into DC to meet the Legion of Super-Heroes – and the Kelvin Timeline *U.S.S. Enterprise* crew got a crack in two Green Lantern stories ("The Spectrum War"; "Stranger Worlds"). IDW match made *Star Trek* with *Doctor Who* ("Assimilation") and Transformers; Boom! Studios took them to the Planet of the Apes ("The Prime Directive"); and Dark Horse came close to meshing TNG with *Aliens* ("Acceptable Losses") in 2017, before it was canceled.


STAR TREK
GREEN LANTERN
THE SPECTRUM WAR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THE NEXT GENERATION
DOCTOR WHO
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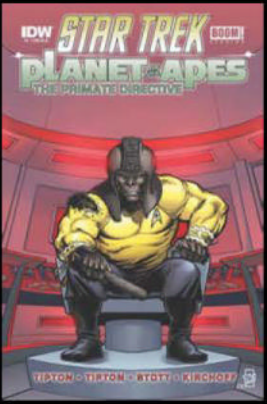
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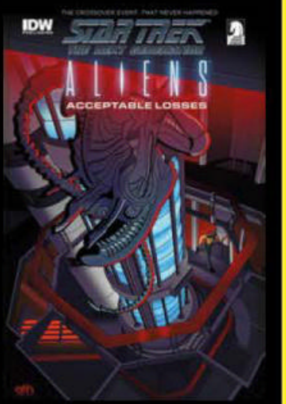
BOOM!
PLANET OF THE APES
THE PRIMATE DIRECTIVE
TIPTON · TIPTON · BYOTT · KIRCHOFF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STAR TREK
THE NEXT GENERATION
ALIENS
ACCEPTABLE LOSSES

STAR TREK: VOYAGER

TNG: *First Contact* (8 of 13; released November 22, 1996)
EMH (Robert Picardo)

Technically only an EMH, but clearly an intended Easter Egg when Crusher activated the hologram to stave off the Borg while the crew made their sickbay escape.

TNG: *Nemesis* (10 of 13; released December 13, 2002)
VICE ADMIRAL KATHRYN JANEWAY (Kate Mulgrew)

Perhaps the most applauded Admiral appearance (after Kirk) showing how Janeway thrived upon returning to the Alpha Quadrant.

DS9: "Through The Looking Glass" (Season three, Episode 19; aired April 17, 1995)
TUVOK (Tim Russ)

Voyager's Vulcan security gets to play in DS9's celebrated mirror universe.

DS9: "Doctor Bashir, I Presume?" (Season five, Episode 16; aired February 24, 1997)
EMH

Given our predilection for ranking captains, aliens, and fittingly here, doctors, it was a witty conceit to have Julian potentially be the model for the next version of the EMH. It's a great vehicle for Picardo's comedic range, as Zimmerman (the EMH creator) uncovers Bashir's genetically engineered secret.

***Picard*: "Absolute Candor"** (Season one, Episode 4; aired February 13, 2020) and five more season one episodes and all of season two
SEVEN OF NINE (aka Annika Hansen - Jeri Ryan)

Seven was introduced at the beginning of the fourth season of *Voyager* to inject new energy into Janeway's Delta Quadrant antics. The character became synonymous with the show and when *Picard* drew on the whole TNG, DS9 and *Voyager* era, Seven was the obvious high-impact character to draft, with her conflicted nature fitting well into the angsty Kurtzman era.

HOLDING THE HIGH COUNTRY

New York Times bestselling author John Jackson Miller, whose credits include *Star Trek: Picard: Rogue Elements*, *Star Trek: Discovery: Die Standing*, *Star Trek: Discovery: The Enterprise War*, and *Star Wars: Kenobi*, sat down with *Explorer* to discuss his latest novel, *Star Trek: Strange New Worlds: The High Country*, an exhilarating tale that sees Captain Pike and the *U.S.S. Enterprise* crew abandon ship and attempt to make sense of a mysterious planet.

WORDS: JAY STOBIE

***Star Trek Explorer*: Before we dive into *The High Country*, what were your favorite moments from *Strange New Worlds*' debut season?**

John Jackson Miller: I loved the first episode where the *Enterprise* had to deal with a first contact situation. We now have this new Prime Directive, whereas it had previously been General Order Number One. The crew are kind of having to make up what they're doing as they're going along, so this is the formative years of everything. I certainly enjoyed "Ghosts of Illyria", and who can be a fan of the original series and not love the "A Quality of Mercy" episode? Being able to see the path not taken with regard to one of the classic episodes; it was wonderful that they're able to do that.

Given that *The High Country* is the first *Strange New Worlds* tie-in novel, were there any themes, character arcs, or other elements from the show that you made sure to include in your story?

JJM: One of the things we learned for the first time in the series was the fate of Uhura's parents. That had to do with a shuttlecraft accident and, well, we open with a shuttlecraft accident! It gives me a chance to explore her past and her feelings about being on this mission that goes very wrong. I get to really show her coming to grips with a lot of different situations that she would never have encountered before.

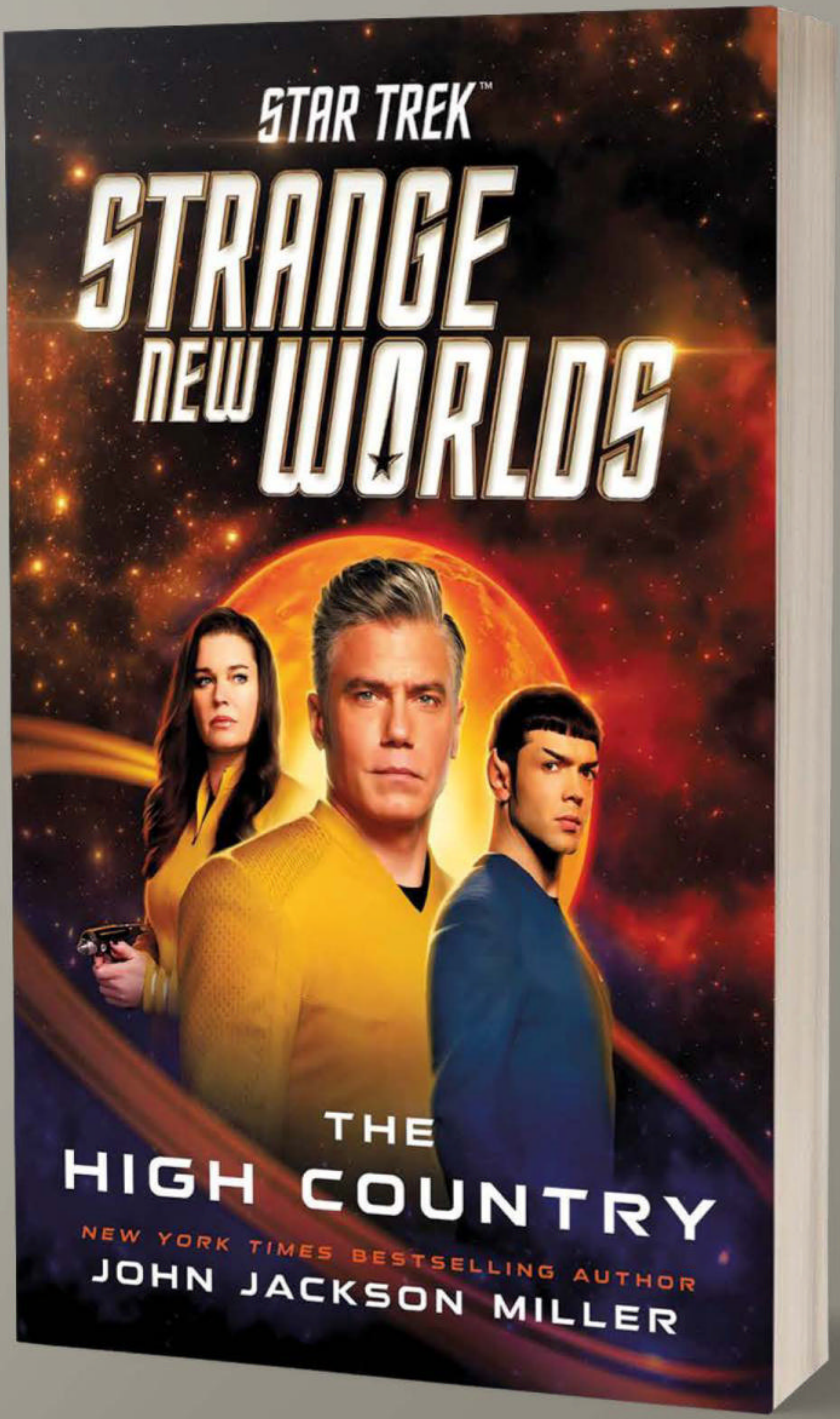
The book begins during Hemmer's time on the *U.S.S. Enterprise*, and we also have M'Benga dealing with the situation where his daughter is in the transporter buffer. That's acknowledged in this story, but make no mistake, the plot of this novel is all about a single strange new world that I crafted. There are many different kinds of cultures on this planet, but it's one location.

Speaking of this strange new world, *The High Country* also includes maps of the planet. Could you fill us in on the thought process behind adding them to the book?

JJM: This is a world that I developed and there are multiple journeys taking place on this planet; I needed to know where everything was relative to everything else. We ended up having a delay in the release of the book by about three months, and a decade ago I wrote *Star Wars: Lost Tribe of the Sith*, where it was also the case of all the characters being trapped on a planet. I ran all the maps in the book, and that book is still in print almost twenty printings later.

People enjoy being able to flip back to the map pages, see what's where, and follow the progress of the characters. I got all of my materials together, and talked with my friend, James Mishler, who is a game designer.

> "BEING ABLE TO SEE THE PATH NOT TAKEN WITH REGARD TO ONE OF THE CLASSIC EPISODES; IT WAS WONDERFUL THAT THEY'RE ABLE TO DO THAT."

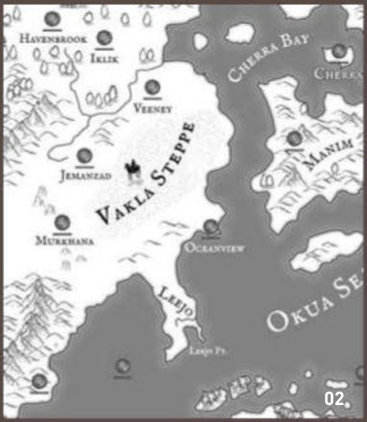

STAR TREK™
STRANGE NEW WORLDS
THE HIGH COUNTRY
NEW YORK TIMES BESTSELLING AUTHOR
JOHN JACKSON MILLER

The maps are interesting because they are not the maps the *U.S.S. Enterprise* made of the planet. These are the maps that the people who live on the planet generated and demonstrate how they see their own world. It was a fun thing we were able to add, and I'm delighted that Paramount and Simon & Schuster were able to make it happen.

01 *Star Trek: Strange New Worlds* "Strange New Worlds"

02 The author's planetary Map featured in *The High Country*

03 John Jackson Miller



In the novel, the *U.S.S. Enterprise* crew discovers that the very principles on which Starfleet bases its technology have stopped functioning. What inspired this incredible premise?

JJM: Going back to the very beginning, *Star Trek* was pitched as '*Wagon Train* to the Stars.' The idea was not to do a steampunk novel, but to look at Captain Pike and the fact that he is as comfortable on a horse as he is on the bridge of the *U.S.S. Enterprise*. I wanted to have him explore that. What makes that appealing to him? What is interesting for him about the rustic life?

For the mechanics of this, I had the wonderful assistance of Doctor Don Lincoln, who is the senior scientist at Fermilab in Chicago, so I have a particle physicist who has advised me on how things are to work [in the story]. I also have an equestrian advisor, as well [*laughs*]. People talk about *Star Trek* being a little more of a harder science fiction thing than say, a space opera, and this gives me a chance to delve into some of the science.

How closely did you collaborate with the *Strange New Worlds* creative team to develop *The High Country*?

JJM: We've all been working with Kirsten Beyer, who was in the writers' room on *Discovery*, a co-creator of *Picard*, and one of the executive producers on *Strange New Worlds*. It starts with talking with Kirsten about what sorts of things we can do. We want to make sure that things don't collide with something that's going to happen on-screen. If there's a chance for us to actually use something that's coming up, that hasn't appeared yet, then we'll take it.

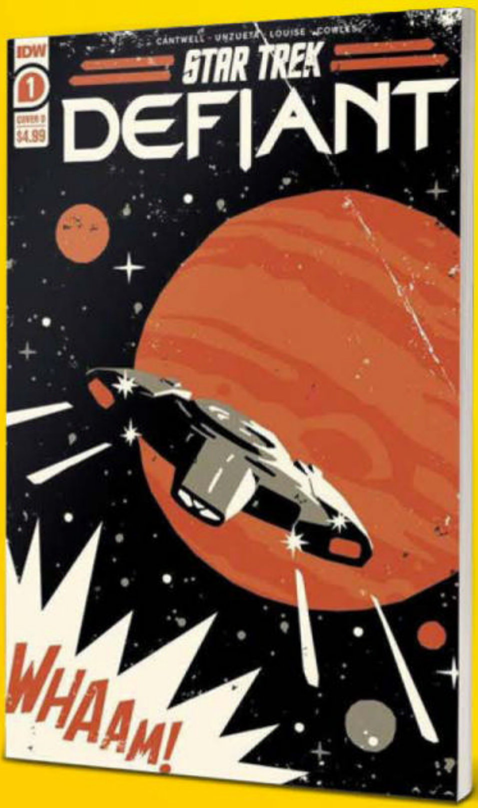
In the case of *The High Country*, Kirsten was there to say, 'You haven't seen the episodes yet, but let's see if we can find a way to get this guy named Hemmer in here' [laughs]. I think that people who wanted to see more Hemmer will like what they see in this book.

The High Country is available now from all good book shops

Defying Expectations:

STAR TREK: DEFIANT

Rich Handley goes behind the scenes on IDW's *Star Trek: Deep Space Nine* project



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IDW's *Star Trek* comics have evolved, from stories about James T. Kirk and Jean-Luc Picard to franchise crossovers and explorations of the Kelvin and mirror universes. In 2022, the latest trend – ongoing monthlies combining multiple casts – commenced with a Sisko-centric comic, simply titled *Star Trek*.

That flagship series, from Collin Kelly and Jackson Lanzing, features Benjamin and Jake Sisko, Montgomery Scott, Beverly Crusher, Data, Tom Paris, and a descendant of Hoshi Sato (see *Star Trek Explorer* #6). Now, IDW has launched a companion line, *Star Trek: Defiant*, which also mines multiple iterations by teaming up Worf, B'Elanna Torres, Spock, Ro Laren, and Lore. Breathing life into *Defiant* are writer Christopher Cantwell and artist Ángel Unzueta.

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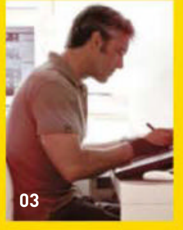
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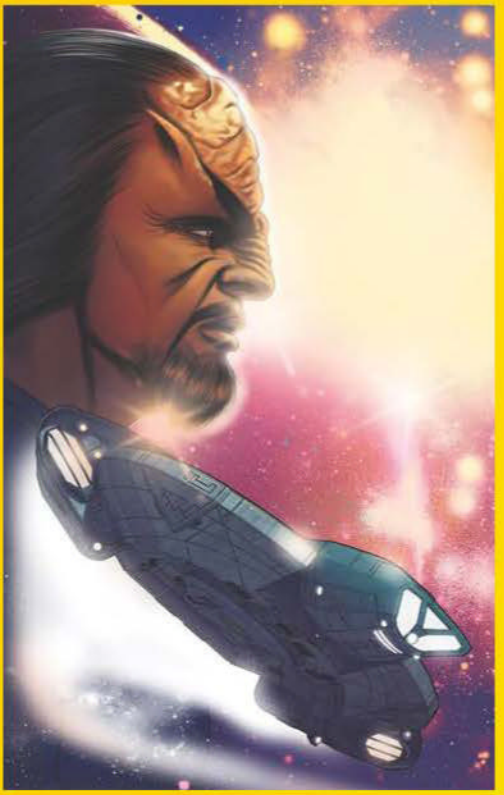
The series launched in March, spinning off from the other monthly's fifth issue, and the two comics will interconnect, as one might expect given the Lore-Data and Torres-Paris familial ties. Something is killing gods throughout the universe, but whereas Sisko's crew aboard the *U.S.S. Theseus* must confront cosmic threats on a metaphysical plane, *Defiant* centers around casualties on the ground, involving a genocidal cult and a deadly messiah.



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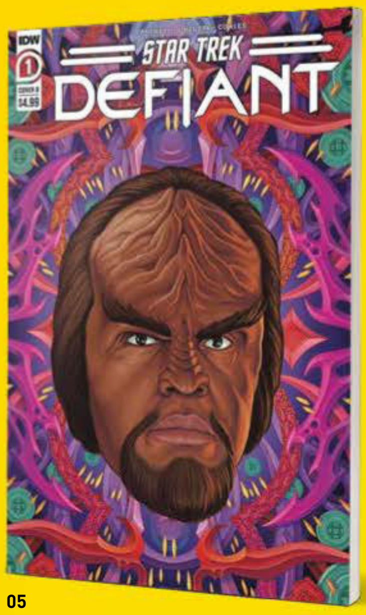

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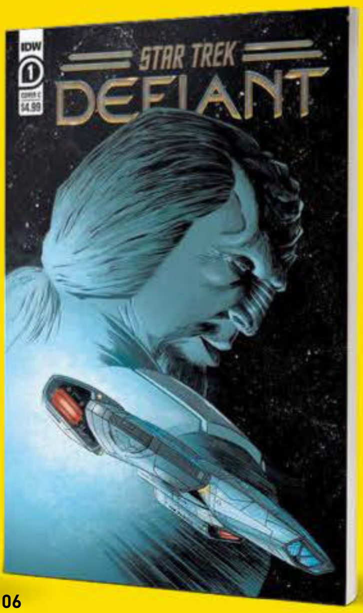

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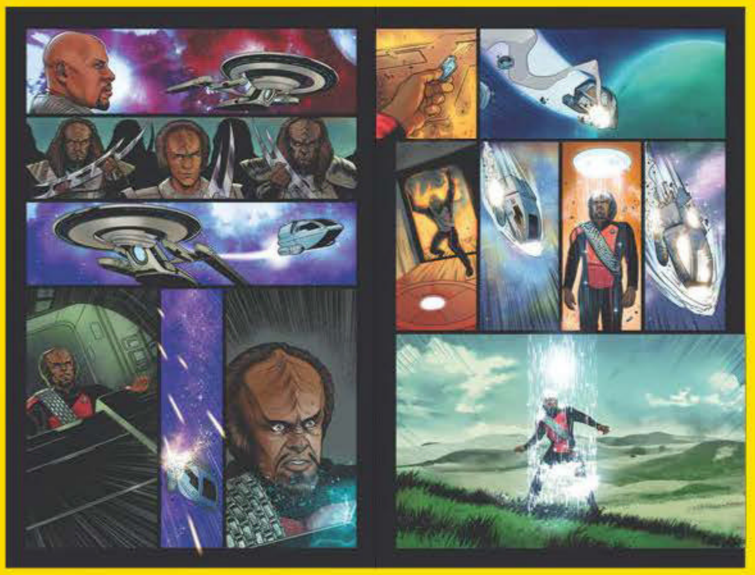

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Cantwell is scripting the pilot for AMC's *Max Headroom* continuation, starring Matt "Berlinghoff Rasmussen" Frewer, and his comics work includes *I Pledge Allegiance to the Mask*, *Doctor Doom*, *Iron Man*, *Briar*, *Namor: Conquered Shores*, and *Star Wars: Obi-Wan*. The writer comes to *Star Trek* as a lifelong fan, having discovered the franchise at age nine. "*Star Trek VI* was the first movie my parents let me see in the theater alone," he recalls, and he made his friends watch *Generations* with him on his birthday.

The author offers great praise for his partner Unzueta. "I've been working with Ángel for almost two years at this point," he says, "because we were on *Iron Man* together."

The two have formed a great familiarity and a strong collaboration, he reports. "It's like being in the trenches with a trusted ally now. I love what Ángel can do, and I try to write to his art style. But this is the first time he has real ownership of a title with me, and that's been fun."

Defiant and the *Star Trek* flagship book function as "one giant story," Cantwell explains, with *Defiant* "more gritty and ground-level and morally gray." The two titles will initially be siloed, he says, before "smashing together in an incredible months-long crossover happening this summer called *Day of Blood*." That arc, featuring both creative teams, will launch in May 2023 with a Free Comic Book Day prelude. "Both casts will be heavily shuffled during the event, in both books, all part of the same story." Paris and Torres will reunite for *Day of Blood*, he reveals, adding, "In terms of other *Voyager* cast, yes – but not who you might think."

01 *Star Trek: Defiant* #1 Cover D

02 *Star Trek: Defiant* writer Christopher Cantwell

03 *Star Trek: Defiant* artist Ángel Unzueta

04 *Star Trek: Defiant* #1 interior art

05 *Star Trek: Defiant* #1 Cover B

06 *Star Trek: Defiant* #1 Cover C

07 *Star Trek: Defiant* #1 interior art

08 *Star Trek: Defiant* #1 Cover A

A Curious Volume of Forgotten Lore

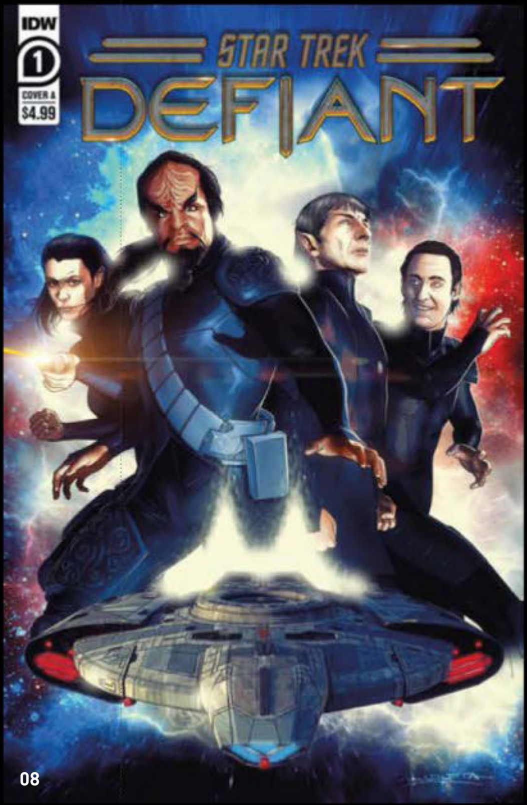
In addition to the classic-era shows, *Defiant* will also reference *Star Trek: Discovery*, *Star Trek: Strange New Worlds*, *Star Trek: Picard*, and even *Star Trek: Lower Decks*. With the 1980s cast taking center stage for *Picard*'s third season, Cantwell views *Defiant* as "a perfect setup" for the TV storyline. The goal is to connect both comics to the greater *Star Trek* ecosystem.

Yet at its core, *Defiant* entails a rogue mission. "There are no Starfleet uniforms in my book," Cantwell explains. "Worf is doing something unsanctioned, and he's pulling in people with shady backgrounds because he needs them. Some are looking for a second chance, some are just opportunists, but Worf sees them all as necessary for getting the job done. But the question in *Defiant* is, do the risky means justify the end?"

The motley band share one thing in common: they're outsiders. "All the characters in *Defiant* are divided people," Cantwell says. "Worf was raised by humans. Spock and B'Elanna are half-human. Lore has operated as a clear villain but has deep connections to Data, one of the most heroic characters in *Trek*. Ro is a Starfleet officer turned spy, who defected to the Maquis separatist group and disappeared."

The concept of Worf forming his own team was Lanzing's and Kelly's idea. "But I built it out from there," Cantwell says, "and came up with the *Dirty Dozen* of it all, which involved bringing Lore along. I think I discovered something that makes plausible sense for Lore's actions at the end of *Star Trek: The Next Generation*, and how he might be in a more reflective/ambivalent place in our book." This involves the emption chip Lore stole from Data and their father, Noonien Soong, in the episode "Brothers."

As Data's malevolent twin, Lore (who briefly returned in IDW's *Star Trek: Waypoint Special*) is perhaps *Defiant*'s most intriguing inclusion, as he also appears in *Picard*'s swan-song season, enabling Brent Spiner to again portray a Soong android despite Data and B-4 being disassembled. Fans of the deviant droid need not worry about *Defiant* turning him into a redemptive hero, however. "Lore is still Lore," Cantwell reassures, "and we want to be true to that."



The project, Cantwell notes, was the brainchild of Kelly, Lanzing, and IDW *Star Trek* editor Heather Antos. "Heather is seeking to really unify and provide weight to *Trek* comics," he says, and the characters slated for the saga will go "far beyond the core ensemble." He deems Lanzing and Kelly "the perfect candidates" to craft the larger story guiding both titles, following the duo's success on *Star Trek: Year Five*.

According to Cantwell, a lot of communication goes on to make things gel smoothly. "We actually had a real writers' room for *Day of Blood*. That was some of the most fun I've ever had. We read each other's scripts. We know exactly what both books are doing month to month and what we're building to." He adds, "It's such a rich universe that it makes sense that you can tell lasting, ongoing stories in it in so many directions."

With close to a thousand *Star Trek* comics from 1967 to date, it can be challenging for writers to find a fresh approach, but *Star Trek* and *Defiant* are poised to do just that. Crossovers are nothing new, yet these series mark the first time a publisher has produced ongoing *Trek* comics utilizing the main casts of multiple shows – the significance of which Cantwell appreciates. "To fit in with the larger *Trek* saga is nothing short of a dream come true," he says. "I'm incredibly honored to have a modest seat at such a grand table."

***Star Trek: Defiant* is available now. Visit idw.com for more information on their *Star Trek* titles**
• Follow Chris Cantwell on Twitter @ifyoucantwell
• Ángel Unzueta is online at angelunzueta.com (site in Spanish) and on Instgram @_angelunzueta_

FAVORED STORIES

In The Neutral Zone, we present a pair of expert *Star Trek* fans with an aspect of *Trek* lore to debate, and then get them to pick sides!

As we continue to celebrate 30 years of *Star Trek: Deep Space Nine* in 2023, if you were to recommend one episode for a newbie to watch, which one would you choose?

The Changeling:
MICHAEL CLARK

Singing from the Holodeck:
BUNNY SUMMERS

01 *Star Trek: Deep Space Nine* "Emissary"

02 *Star Trek: Deep Space Nine* "Badda-Bing Badda-Bang"

03 *Star Trek: Deep Space Nine* "Emissary"

MICHAEL CLARK: Bunny, I can't believe that *Star Trek: Deep Space Nine* is celebrating its 30th anniversary. I'm showing my age now, since I was only 20 when I saw the pilot back in 1993, and I remember watching it and afterwards feeling how different this was to any *Star Trek* show that I had seen. Of course, we only had *Star Trek,* The Original Series, and *Star Trek: The Next Generation* to go by back then. Considering how different this show was with its very nature of serialized storytelling, character development both with the main and secondary cast, choosing an episode to introduce someone to is quite difficult but for me, to give someone the best introduction, I feel they have to start at the beginning with the pilot; "Emissary". Did you struggle with an episode?

BUNNY SUMMERS: It's true that the serialization adds a little difficulty in introducing someone to the show, however, for me, I'd never show them "Emissary". As someone that started watching on *Star Trek: Voyager* and got used to the fast-paced exploration that the show offered, *Deep Space Nine* really needs to showcase a different side of *Star Trek*.

"Emissary" was fine, but that's all it really was for me – fine. It was a follow on for plot so that it catered well for current *Star Trek* fans, you had the Borg backstory and Harry Kim propped up at Quark's Bar. But other than that, for someone that was new to *Trek*, I'd show them something totally different.

MC: I see your point of view but for me, I feel that DS9 is one of those shows that

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02

03

should be watched in order. I don't normally suggest the pilot episodes since as you know, they have been a mixed bunch but with DS9, I feel to really understand the series, you need to see it from its beginning. We're introduced to a broken Benjamin Sisko, a one parent family trying to raise his son while coping with the death of his wife to the Borg. We meet a very different crew, from "shouty" Kira (the Bajoran first officer), to Odo, a shapeshifter, to Dr. Bashir, a wet behind the ears officer and many other colorful characters and very soon, you start to see how different this show would be. From here you see the beginnings of their development and while a lot of the cast are still rough around the edges as expected in a pilot, their eventual journeys they take will surprise and captivate you.

BS: I think I've narrowed my choices down to three episodes, depending on who you want to introduce to the series. "Duet", "In the Pale Moonlight" or "Badda-Bing Badda-Bang". These episodes cover a lot of issues and showcase just how dynamic the writing for DS9 is. Both "Duet" and "In the Pale Moonlight" have quite hard-hitting themes of acceptance, justice, and morality. They are incredible independent episodes that you can watch as part of developing arcs as well as solo. "Badda-Bing Badda-Bang" is such a fun holodeck episode that has all the crew participating in, and who doesn't love a fun holodeck episode?

MC: I must admit I'm not a big holodeck fan but saying that "Badda-Bing Badda-Bang" is fun. All the episodes you have chosen, have great character and story moments. With regards to the pilot, the difference in characters isn't the only reason, I would recommend this episode. From the very beginning of DS9 we are introduced to the Bajoran religion and the Prophets. This is another big difference in *Star Trek,* considering how much Gene Roddenberry wanted to keep it out of his creation and by the fifth season, we would be on the cusp of war. I would want someone to see how Sisko became the "Emissary of the Prophets" and how the science and religion would clash from the beginning. I feel someone watching the show for the first time would get more out of it by not seeing any other episodes and experiencing the show how it grew and quite often changed over time.

BS: I think for an introduction, what you are talking about Michael is quite heavy hitting, especially for *Star Trek*, so I'm not sure how quickly that would grab a new viewer, especially if they're not already a fan – and even then, a lot of fans disliked DS9 when it first aired. While I think the points of your episode are completely valid, I think something a little lighter or thought provoking might be the winning way forward with a newbie.

MC: You make a valid point about DS9 being hard hitting but I think because it is a special show in the history of *Star Trek* and while normally, I might recommend "In a Pale Moonlight" or the first six episodes of season six. In this case, I feel starting where it all began would be the right thing to do. I think since the show aired, DS9 has become more appreciated, more people have started to watch it and I often say when watching TNG / DS9 and *Voyager,* you need to get through those early seasons, and you will be rewarded.

BS: "In the Pale Moonlight" might not be the most light-hearted episode, I think it's a vital one. But I'm also a major fan of "His Way" and most of the Vic Fontaine episodes so my heart would always be in the holodeck.

MC: Like the man sang, "The best is yet to come" and for many watching DS9 for the first time, they are in for a treat.

TREK THROUGH LIFE

FANDOM AT THE FINAL FRONTIER!

WORDS: JAY STOBIE

01

02

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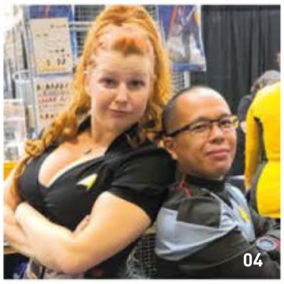


04

COSPLAY COLLECTIVE:

Assimilating knowledge and stories from our fandom's finest costumers.

The Trial Never Ends

Q's initial appearance in *Star Trek: The Next Generation*'s "Encounter at Farpoint" found the omnipotent being placing humanity on trial for the sins of its past. Christopher Dickson's brilliant Judge Q costume was actually made for his little brother, who only wore it once before handing it over to the elder cosplayer. "It's a great costume and one that almost any *Star Trek* fan would instantly recognize," says Christopher.

Just as Q eventually found family with Jean-Luc in *Star Trek: Picard*'s second season, Christopher embraces the *Trek* community. "It's because of *Star Trek* that I have an amazing group of friends that seems to grow every time I attend a convention or special event," explains the fan, who values the IDIC philosophy. "No two people are alike, everyone is [their] own unique individual. And it is those differences that make us stronger."

Joining the Fleet

"*Star Trek* is about being able to welcome and embrace challenges whether it be personal, physical, mental, or all three," explains Ron A., who enjoys cosplaying an array of officers. "*Star Trek* also helps me to recognize my own flaws, but at the same time, be willing to be called out for those flaws, learning from them, and hope to improve upon myself just as a righteous Starfleet Officer would hopefully do."

"I love cosplaying the different ranks and uniforms of *Star Trek* across all the different franchises because it allows you to be free from some of the monotony of everyday life," says Ron. "You're able to break boundaries and converse with others about your favorite parts of being a *Star Trek* fan… It's *Trek* through and through, and it helps to create bonds and friendships that could last forever or into different timelines [*laughs*]."

THE IDIC AWARD:

Honoring fans who demonstrate Star Trek*'s idealistic values in real life.*

As we've often learned in *Star Trek*, having perspective is crucial. For fan C0C0cosplay, it's also important when discussing IDIC. "To me, IDIC is the ability to be open to assessing and accepting other points of view rather than assuming that your perspective is absolutely the only one," shares C0C0cosplay. "So while I like to think I'm all knowing and always right, I realize sometimes other people's ideas might be more helpful and work better if I actually take the time to listen to them."

When reviewing her own approach to embracing the IDIC philosophy and its values, C0C0cosplay takes a logical stance. "I'm not saying it always works, I'm very much more human than Vulcan, but it does sometimes! There are so many possibilities and ideas out there we can't always be right."

05

SUBSPACE LINKS:

Establishing connections and friendships via a shared love for Star Trek.

A Collective Connection

There are many excellent reasons to attend comic conventions, ranging from seeking out rare merchandise and enjoying the atmosphere to getting autographs from celebrity guests and arranging photo opportunities. For Fonz, it was about attempting to meet new friends who share similar interests was the primary goal.

“The chance to meet other Trekkies. I’m the only one into *Trek* out of my close group of friends,” explains the fan. After all, what’s better than sharing your favorite characters, moments, and episodes with others?

Even after returning from the convention, Fonz has maintained the connections and fostered these friendships. “I still keep in touch with six other Trekkies,” shares Fonz, “we all made a pact not to watch the current season of *Star Trek: Lower Decks*, so we can do a watch party and binge it together when the season ends.

"We all plan to go on the *Star Trek* Cruise in 2024. I definitely think I’ve made some new friends for life.”

01 Christopher Dickson as Judge Q

02 Ron in TNG uniform & Doug Jones

03 Ron in uniform as a kid

04 Ron in *Prodigy* uniform with Bonnie Gordon from *Prodigy*

05 COCO-cosplay

06 Fonz and friends

07 Kirk by Jo Deng

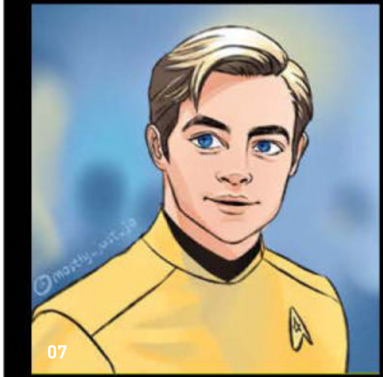
08 Bones by Jo Deng

09 Saru by Nicole

06

QUANTUM ARCHIVES:

Chronicling the creativity of Star Trek *fans through art, crafts, and more!*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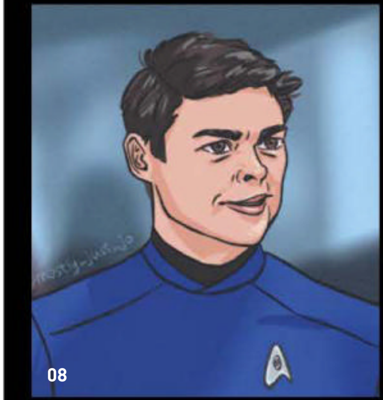
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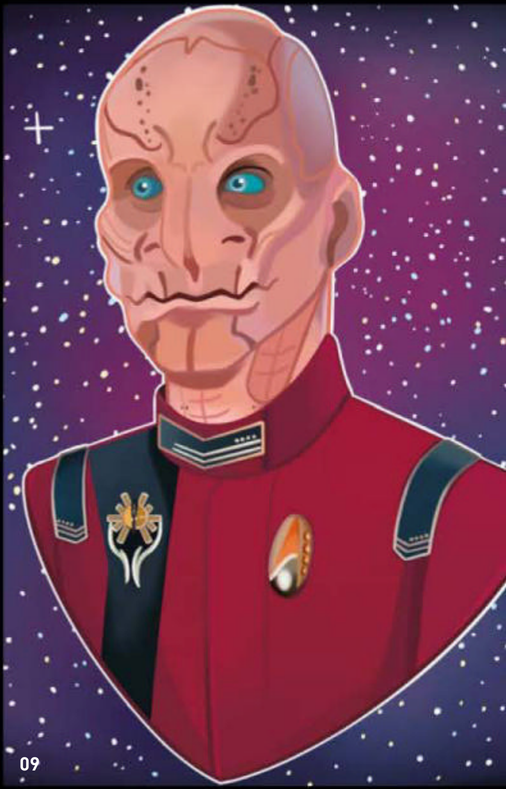
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Kaminar and Ni’Var

Ever since the *U.S.S. Discovery* jumped to the 32nd century, one of the most compelling storylines to develop over the course of seasons three and four has been the budding romance between Captain Saru and Ni’Var’s President T’Rina. “I was inspired to draw these two characters because they are my favorite characters from *Star Trek: Discovery*,” shares fan artist ‘Dreamy Willow’.

“I loved how their relationship developed on screen and can’t wait to see what will happen in season five,” adds the artist. Many *Disco* fans surely agree with this sentiment as they eagerly anticipate the crew’s continuing voyages.

The Best of Beyond

Classic characters were reborn in the Kelvin Timeline films, providing a new generation the opportunity to meet the likes of Captain Kirk, Doctor McCoy, and Spock for the very first time. “*Star Trek Beyond* is my favorite installment of the [Kelvin Timeline] series,” details fan artist Jo Deng, “and I remember watching this film in the theatre six times, each time with an equal excitement.”

Although the movie was released back in 2016, the excitement for a sequel has been steadily building among the *Trek* fandom. For Jo, this meant a renewed hope that she would see the Kelvin reality’s Kirk, McCoy, and Spock on the big screen once more. “As I recently started talking to my friends about why I like *Star Trek*, I was reminded of the movie and how much I love the trio, which prompted me to draw my favorite characters again.”

SECTOR 001

Learning about fans' 'first contact' with Star Trek.

"I first encountered *Star Trek* as a kid, when my father took me to several science fiction conventions," reflects Jill Woodman. "At the time, I didn't realize the impact that *Star Trek* was going to have on my life. As an adult, I dove back in to do a comprehensive watch with my husband David starting on our first wedding anniversary, where I got us the box set of the original series to watch together."

Jill eventually took her husband to his first *Star Trek* convention, where the pair made multiple friends, including their dear pal, who also happens to be named David. The bond became so close that Jill and her husband were a part of their new friend's wedding in the United Kingdom.

"*Star Trek* is part of my every day, and my life – I often ask, "What would Spock do?" because it helps me find logical solutions to problems I encounter in my personal and work life," shares Jill. "I recently completed a master's degree in law earlier this year, and gave a symposium talk that outlined privacy issues in *Star Trek* and how they would hold up under the current US legal system."

10

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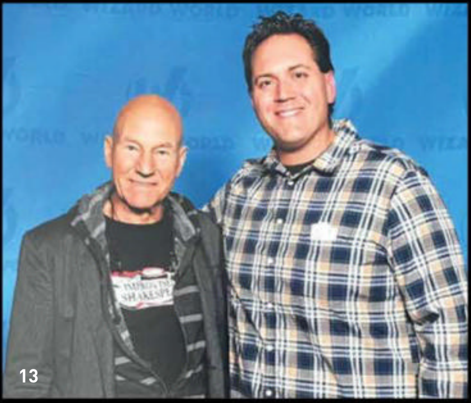

13

10 Jill Woodman & friends with *Star Trek: Picard* actors

11 Jill Woodman

12 Steven Fook Yuan Wong as Trill officer

13 Mark Barbian with Patrick Stewart

THE RELAY STATION:

Transmitting fan-favorite Star Trek *recommendations.*

Empathizing with the EMH

"As an Asian-American, I looked up to [Harry Kim] and Hikaru Sulu growing up. However, most of my favorite episodes dealt with The Doctor," says Steven Fook Yuan Wong. "I loved the *Star Trek: Voyager* episode "Author, Author" because it posed the question whether holograms like The Doctor deserve the same rights offered to humans. The episode really impacted me emotionally as a minority because while my life is better than my ancestors here, we still face ongoing struggles dealing with racism and discrimination."

A Taste of The Original Series

""A Taste of Armageddon" was the first *Trek* episode I ever saw and still one of my favorites," says Mark Barbian. "A powerful performance by William Shatner and the rest of the cast. Classic Sci-Fi addressing the Vietnam War at the time. It made Captain Kirk a hero to me at nine years old." Barbian, who has collaborated with many cast members over the years, adds a fun fact: he's flown on a plane with William Shatner, Captain Kirk himself, twice!

THE COLLECTORS GUILD

LISA HERRERA EXPLORES RARE
STAR TREK MERCHANDISE
AND RELICS...

Star Trek: Picard, Then and Now

***La Sirena* Christmas Ornament**
Manufacturer: Hallmark
Year: 2021

Starfleet Headquarters "Visitor" Badge
Manufacturer: Fansets
Year: 2021

Even though *Star Trek: Picard* is on its third and final season, I can't say that I've seen too many collectibles I need to have. I have the 2021 Hallmark *La Sirena* Christmas ornament. I also have the 2021 Fansets magnetic Starfleet Headquarters "Visitor" badge from season one. (That reminds me, I need to wear that badge to one of my days in the office so I can flush out any Trekkies I'm not already aware of!) Apart from a season one promotional poster and the seasons one and two Blu-rays, I think that's it for my *Picard* merchandise.

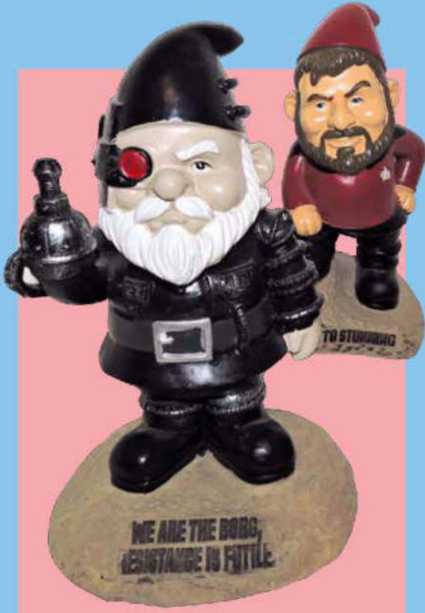
I do have some Captain Picard memorabilia from *Star Trek: The Next Generation* – but to be completely honest, not too much of that either. Which may seem odd, given the ton of TNG merchandise that was available in the 1990s. I actually pick up more of the items now, as vintage collectibles, than I did then. Perhaps I needed to see what would stand the test of time?

25th Anniversary Official Trading Card Series

Manufacturer: Impel
Year: 1991

One item that I did get when it came out was the 1991 Impel *Star Trek* official trading card series, released for *Star Trek's* 25th anniversary. At the time, I was still into collectible cards and was actively assembling sets packet by packet. Tearing a packet open and sorting through for cards I didn't have was a mini treasure hunt, rewarded by a satisfying feeling of completion. I still love that "completed" feeling when collecting, actually.

The 1991 Impel set was interesting, because the odd-numbered *Star Trek* cards and the even-numbered TNG cards technically form one set (I do not store them that way!). I got all the way to the end of Series I for both shows – and those were the last cards I collected in that way. Since then, if I want a set of cards, which I rarely do unless it's vintage and hard-to-get, I buy it pre-assembled. In terms of standing the test of time, despite these cards being the first real TNG trading card set, they do seem relatively easy to find at conventions and in online auctions. Luckily my collection was never an investment, just for pure pleasure!



The Next Generation Garden Gnomes

Manufacturer: BigMouth Inc
Year: 2016

Although I don't have a lot of *Star Trek: The Next Generation* merchandise compared to my massive *Star Trek* collection, I do have games, books, action figures, display figures, plates, ornaments and even some housewares. One of my favorite TNG collectibles is pretty recent – garden gnomes! I have a Borg gnome that I like to think of as Locutus ("Resistance is futile") paired with a Number One gnome ("Set beard to stunning") both protecting my balcony garden. I have to say, Riker looks completely natural as a gnome, posed with one leg up and his elbow resting on his knee.

I stumbled onto *Star Trek* gnomes by accident on a local sale site and would love to get more, especially gnomes from the original series (I have one of Kirk and the Gorn: "I shall be merciful and quick"). But they can be pricey when they show up, which doesn't seem to be that often.

BY CALUM COLLINS & IBRAHEEM KAZI

PICARD WORDSEARCH

MAKE IT SO! TRY OUR *STAR TREK: PICARD* THEMED WORD SEARCH

01. MALCORIAN
02. FARPOINT
03. SHINZON
04. TROI
05. PICARD
06. DARMOK
07. RIKER
08. DATA
09. KAMIN
10. BORG

J	M	U	I	G	L	K	T	P	F	K	T	G	N	L	P	K	K	R	A	Q	C	Q	S	S
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N	F	M	E	H	X	T	K	A	H	K	B	K	P	M	P	S	W	Y	N	A	E	D	Z	V
B	B	H	F	Q	H	D	A	R	M	O	K	V	O	D	X	U	H	X	X	F	O	O	D	K
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C	A	A	B	K	R	K	N	Y	G	F	O	M	I	G	J	X	C	K	N	A	O	I	A	I
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N	R	K	H	G	M	R	D	H	Q	E	X	J	A	X	T	E	C	S	F	O	F	F	R	H

1 – 6: Shut up, Wesley!
7 – 12: One impossible thing at a time…
13 – 20: Engage!

Wordsearch

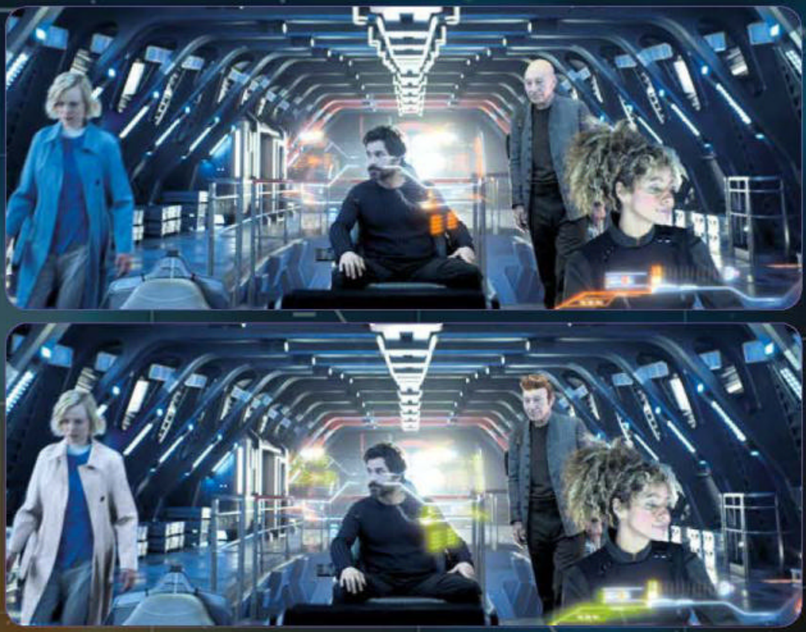
Spock the Difference

To Boldly Quote

'It is possible to commit no mistakes and still lose. That is not a weakness; that is life.'

'The road from legitimate suspicion to rampant paranoia is very much shorter than we think.'

SPOCK THE DIFFERENCE



PICARD WAS GIVEN A NEW SYNTHETIC BODY AT THE END OF SEASON 1 OF *STAR TREK: PICARD*: BUT IS THE IMAGE ABOVE OF THE ORIGINAL OR THE DUPLICATE? SPOT ALL FIVE DIFFERENCES TO FIGURE IT OUT!

TO BOLDLY QUOTE

PICARD ALWAYS HAS SOME WISDOM TO SHARE OR SOME SHAKESPEARE AT HAND! CAN YOU FILL IN THE BLANKS TO COMPLETE THESE SENTENCES?

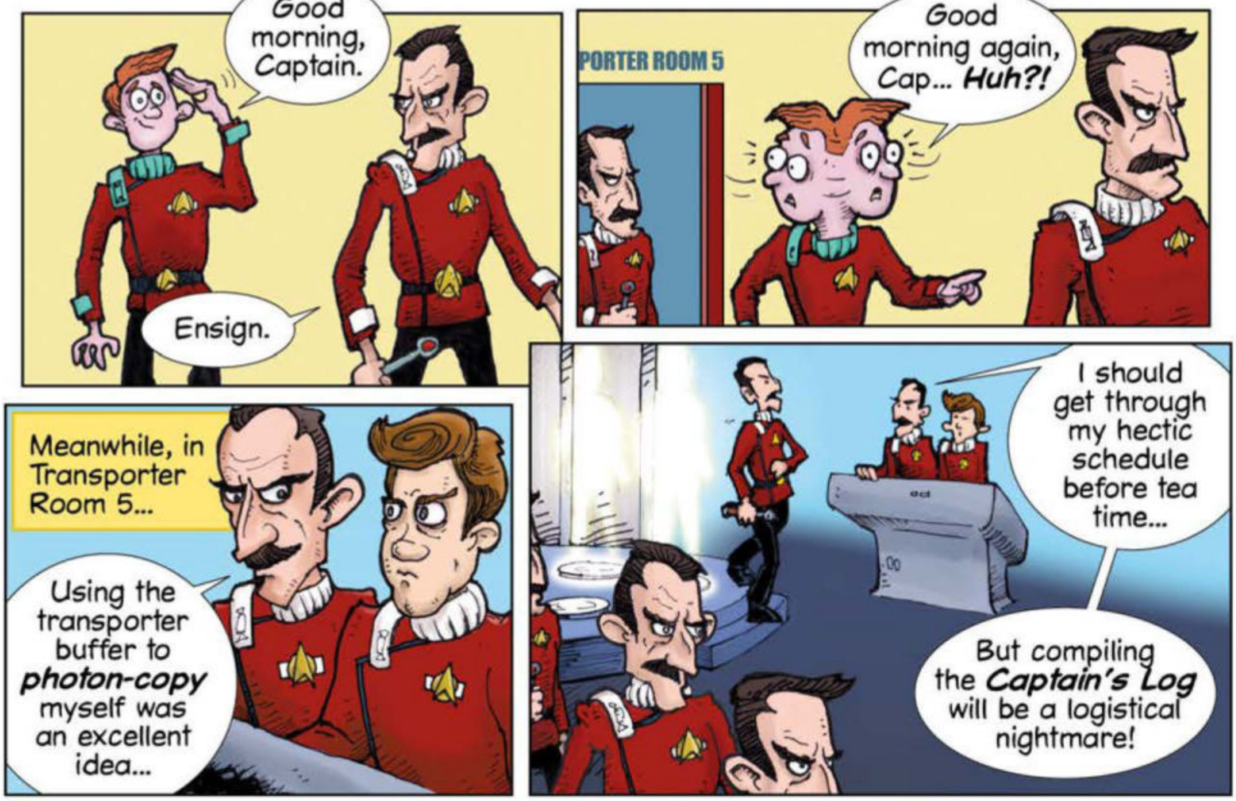
"IT IS POSSIBLE TO COMMIT NO __________ AND STILL LOSE. THAT IS NOT A __________; THAT IS ____."

"THE ROAD FROM LEGITIMATE __________ TO RAMPANT __________ IS VERY MUCH SHORTER THAN WE THINK."

THE WARPED FACTOR

Aye Aye, Captain Captain
(or Multi-Tasking Made Easy)

by Coop


Good morning, Captain.
Ensign.
PORTER ROOM 5
Good morning again, Cap... Huh?!
Meanwhile, in Transporter Room 5...
Using the transporter buffer to photon-copy myself was an excellent idea...
I should get through my hectic schedule before tea time...
But compiling the Captain's Log will be a logistical nightmare!

STAR TREK™ EXPLORER

Next Issue

Issue #8
ON SALE
Sep/Oct

THE LIFE AND LEGACY OF

THE DOCTOR

The Music of *Strange New Worlds*

An interview Nami Melumad, composer for *Strange New Worlds*

Plus, we bring you the latest of Ian Spelling's creator probes, as he finds out some of the strangest places actors and crew have been "spotted" by fans! There's a wonderful story, "Lost and Founder", too, to look forward to from David Mack, as, in the far future, Odo looks back on his long life and wonders about what may come...

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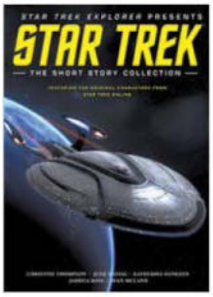

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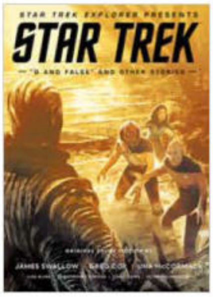
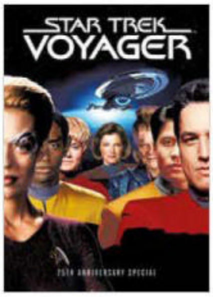


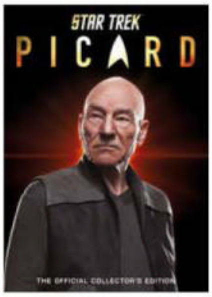
Star Trek Explorer Presents: 'Q and False' and Other Stories

Star Trek: The Genesis Trilogy

Star Trek Villains



Star Trek: *Voyager* 25th Anniversary



Star Trek: *Picard*

Star Trek: Fifty Years of *Star Trek*

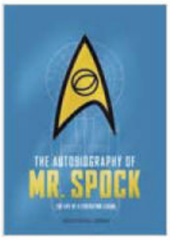
Star Trek: Epic Episodes

Star Trek: All Good Things

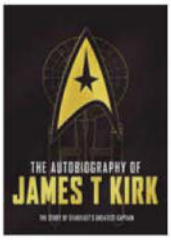
Star Trek: The Movies

Star Trek Discovery: Guide To Season 1 & 2

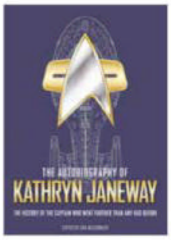
AUTOBIOGRAPHIES & NOVELS



The Autobiography of Mr. Spock



The Autobiography of James T. Kirk



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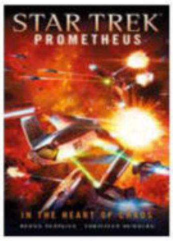

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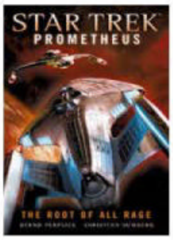

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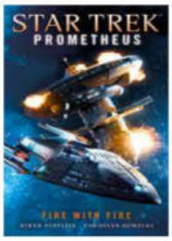

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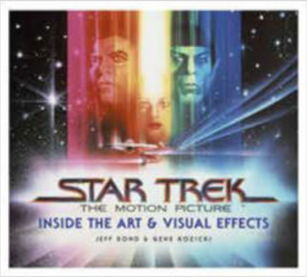

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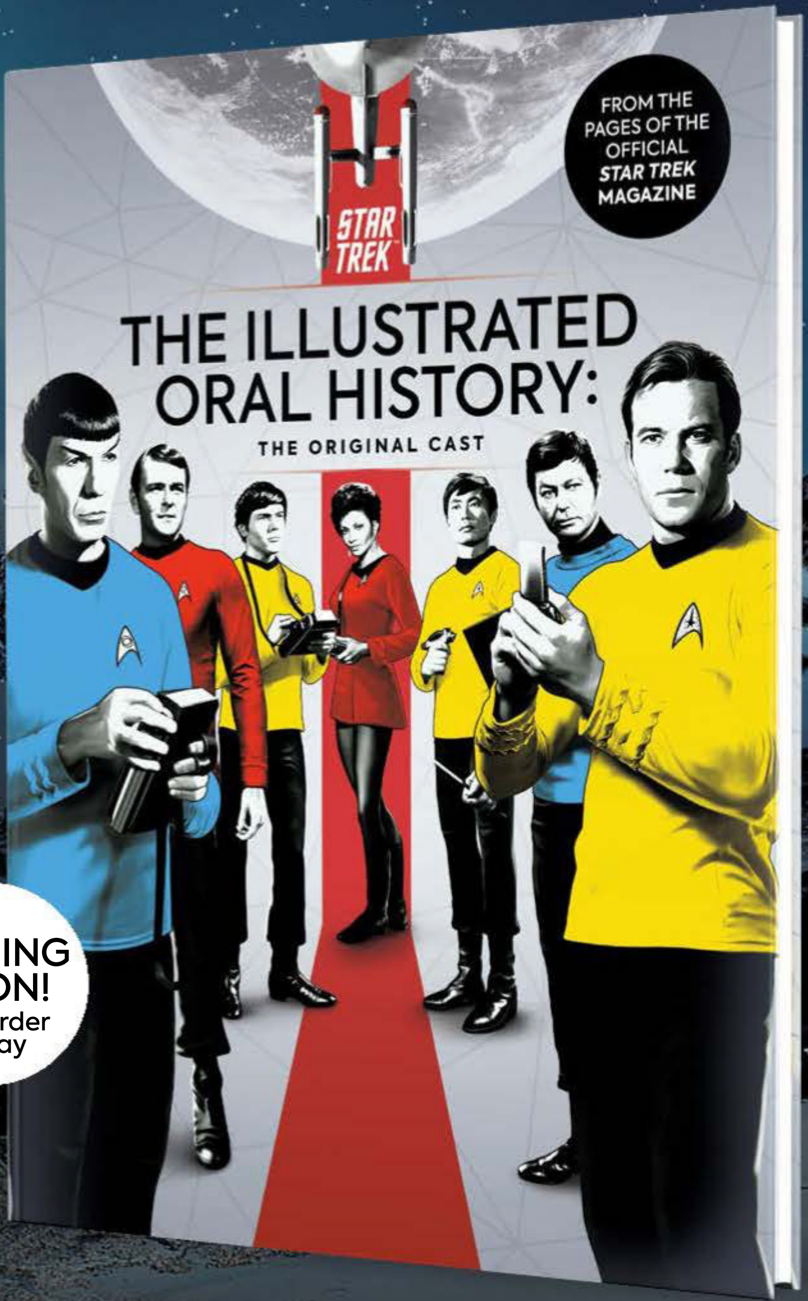
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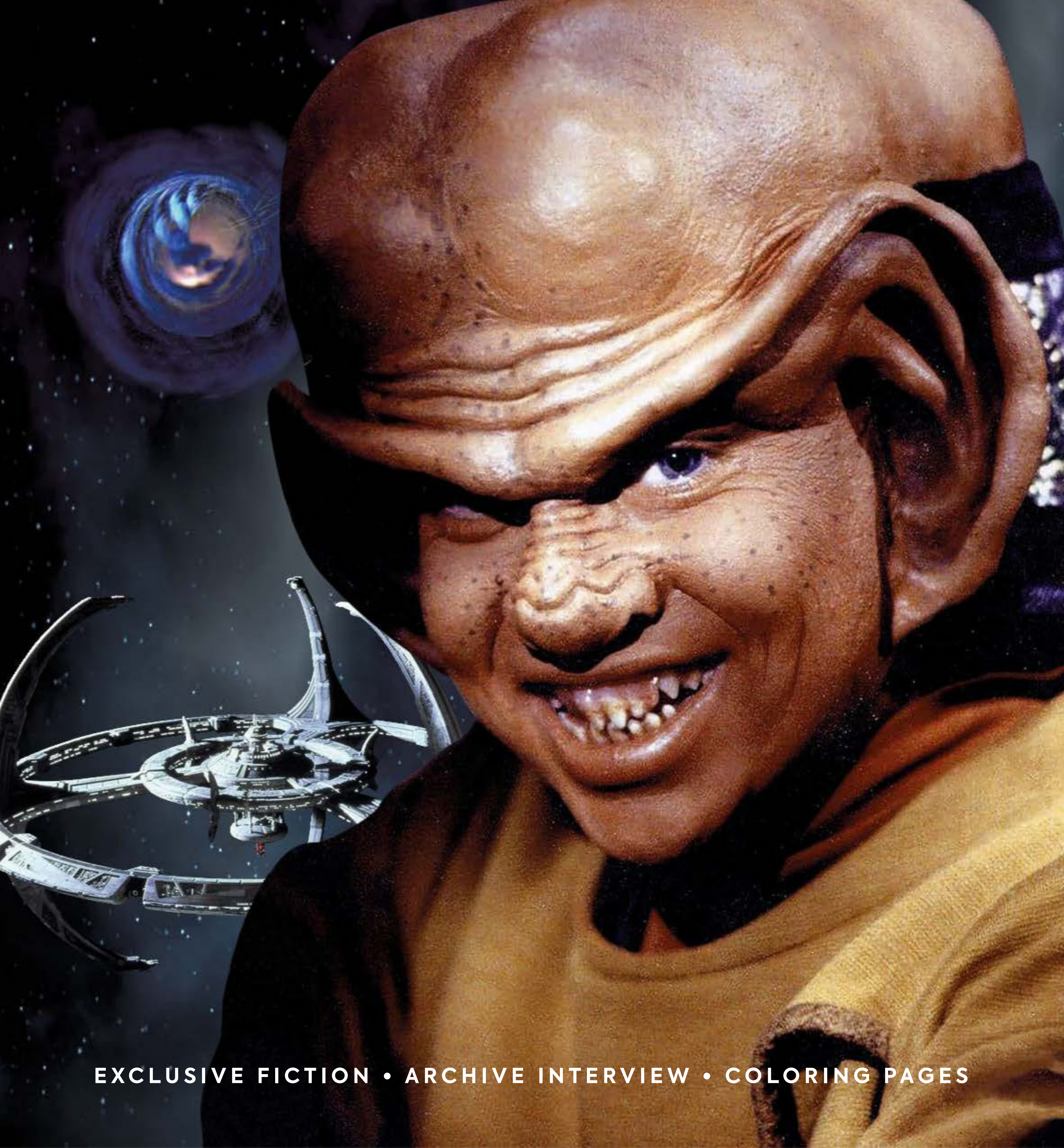
THE OFFICIAL MAGAZINE

DIGITAL SUPPLEMENT



EXCLUSIVE FICTION • ARCHIVE INTERVIEW • COLORING PAGES

Captain's Log

Welcome to another exciting *Star Trek Explorer* Digital Supplement, available exclusively to subscribers of the Magazine. Thank you for your loyalty and support – it's appreciated.

This issue, we've made some further changes to this special section, expanding on its core offer of two new *Star Trek* short stories, this time the work of Keith R.A. Candido, with a complementing opening illustration from Andy Walker, and *Star Trek* comics luminary Mike Collins, who also provides the frontispiece for his tale.

We've interviewed many people connected with the show down the years, but many newer readers will never have seen some of our earlier editions, or some of our spin-off titles. With that in mind, and continuing our celebration of 30 years of *Star Trek: Deep Space Nine*, I dug back into our massive archive and chose a short interview with the late Aron Eisenberg to share with you. As the Ferengi, Nog, he was an integral part of many *DS9* episodes, and we hope our archive interview by Lou Anders stirs fond memories of his work.

Do let us know what you think of the evolving look of this Supplement through our social media channels!

John Freeman
Editor

STAR TREK
EXPLORER

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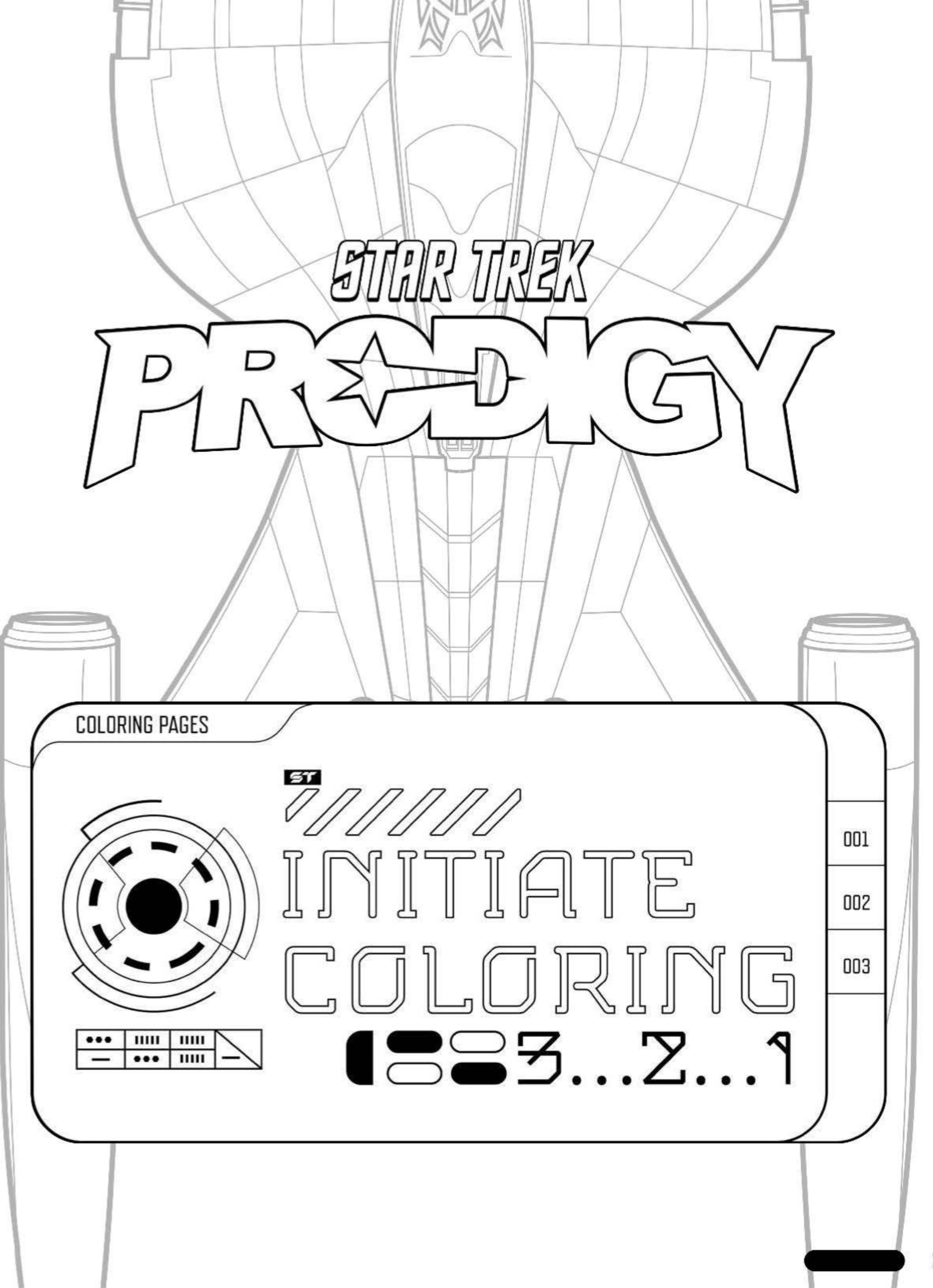
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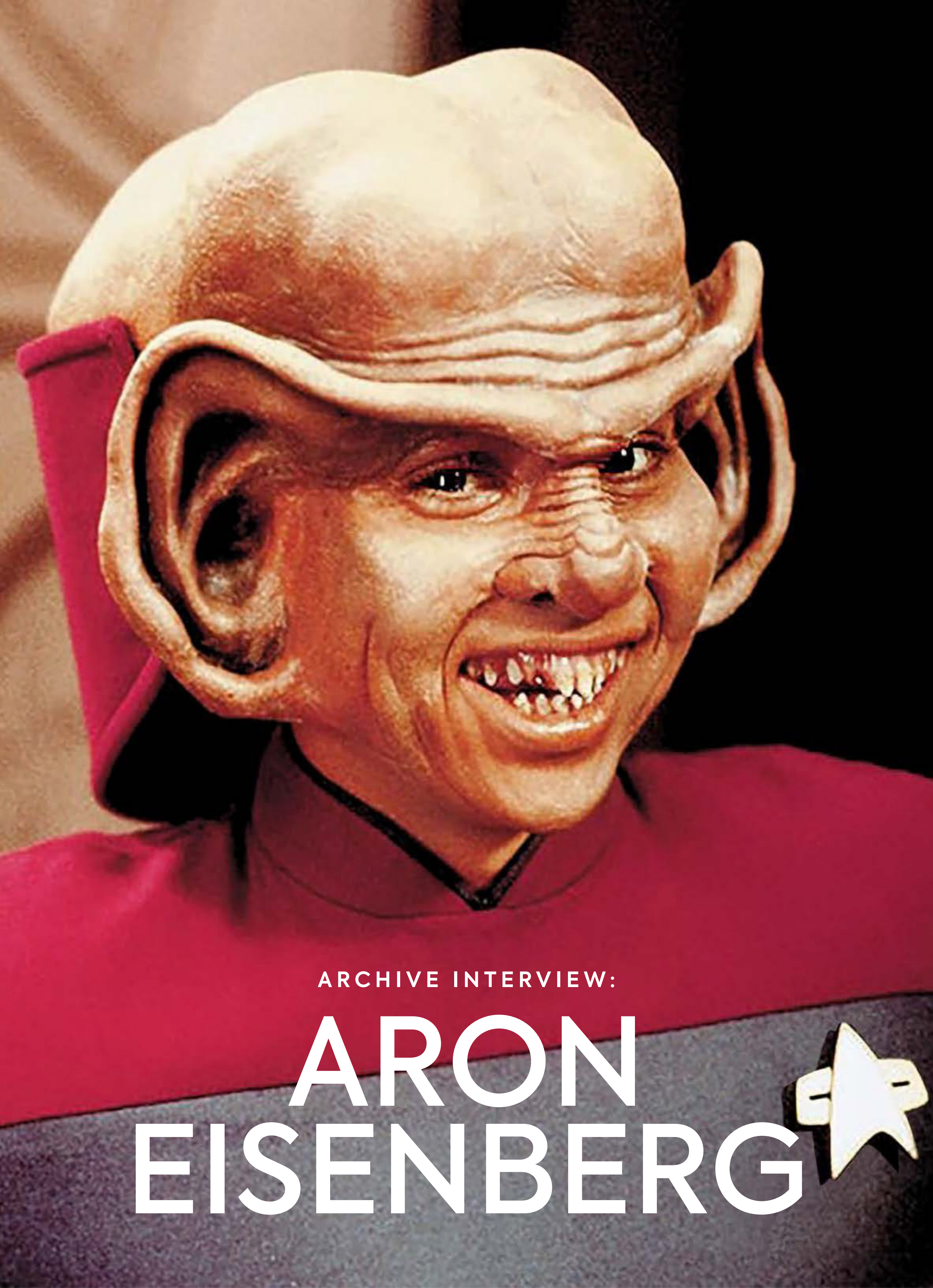


ARCHIVE INTERVIEW:

ARON EISENBERG

Fans of *Star Trek: Deep Space Nine* remember actor Aron Eisenberg with tremendous fondness, a talent taken far too young, aged just 50, in 2019. Lou Anders was one of many to interview him during his *Star Trek* days, and the following interview first featured in *Star Trek Magazine* Issue 19, back in 1996, at a time when the title was largely only available in the UK, just as *DS9* was entering if fifth season...

"For me, Season Four was a fabulous season, because I worked more than I normally work," says Aron Eisenberg, who plays *Star Trek: Deep Space Nine*'s junior Ferengi, Nog. "My character has grown considerably. That growth actually started back in 'Heart of Stone', where I tried to get Captain Sisko to approve me for Starfleet, but they really went with it in this last season."

Eisenberg says that when he first learned Nog was to go to Starfleet, he was nervous that his character was being written out. "Because it was near the end of the season, I thought they were just trying to move me out, get ready for some new things for the new season. I said it to somebody, and somehow it got up to [Executive Producer] Rick Berman. I went to his office, and he said, 'I want you to know that it doesn't mean you're off the show at all. If anything, it will bring you even more work. We love you. We love your work. We love your character, so don't even think about that.' After that I wasn't really worried about it."

In fact, since Nog left for Starfleet, Eisenberg has been called upon to play Nog more, not less than he has in past seasons. He's even made an appearance as a young Kazon on *Star Trek: Voyager*. Fellow Ferengi Max Grodenchik coached Eisenberg for that role.

"He helped me work on that script a lot," Aron recalls, "but he said, 'You did nothing that I told you to do.' Max said that everything he said for me to do, I threw out the door, and I did something else. I disagree."

One thing Eisenberg is particularly happy about is the way

“FOR A PRIMITIVE FEMALE, SHE’S PRETTY SMART...”

NOG, LITTLE GREEN MEN

that his character is now being used as part of the supporting cast in a storyline. “I always used to be a B story. Whenever I’d work, if I was working, the story was somehow about me. Now they’ve started to use me as supporting, as part of the group trying to solve the problem for somebody else. It makes me feel more part of the show than just using me as a B storyline.”

Oddly enough, Eisenberg rarely gets to see the finished product, as he doesn’t have access to cable television where he lives. He jokes, “I go to a convention, and I find out more about the show than I do when I work.”

One thing that he has learned from conventions is that fans seem to like the idea of Nog in Starfleet. “They like his quest. They like his fight for what he wants.”

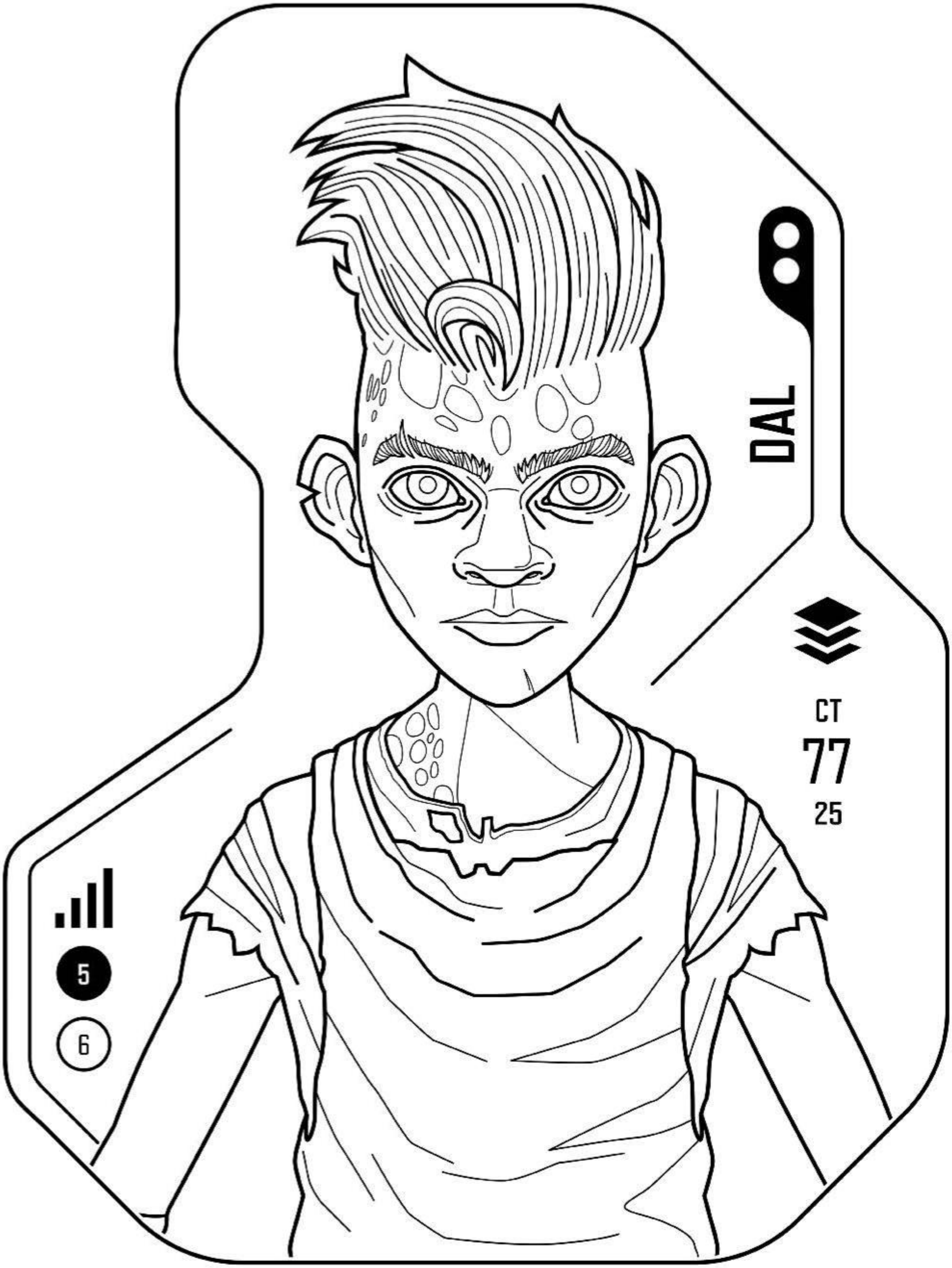
“I’d love to see how he deals with other people at Starfleet,” says Eisenberg of future hopes for his character, “How he deals with the prejudice of being the only Ferengi, especially how he’s starting to deal with the opposite sex. He’s in a human world, and he knows that his instincts aren’t correct in this other world.”

Eisenberg isn’t so sure he wants to ever play Captain Nog. “It’s kind of boring being a captain,” he says. “Everyone becomes a captain. I’ve already done that anyway [in The Visitor]. I was fortunate enough to already play a captain and a commander, but I’d love to see Nog be able to progress to a point where he can be a good character in the movies, if they ever decide to do movies.”

The bottom line for Eisenberg is that he is excited to go wherever the ride takes him. “As long as they keep using me, I’m happy. Wherever they go is fine. It’s a book that I can’t read until they send me the next page.”

Look out for more from the Star Trek Explorer archives in future issues of our Digital Supplement

Watch a short interview with Aron Eisenberg from the Star Trek: Deep Space Nine documentary What We Left Behind on YouTube youtu.be/RcJ6dkvMghE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EXCLUSIVE FICTION

You Can't Buy Fate

STORY: KEITH R.A. DeCANDIDO
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Station log, Colonel Kira Nerys, Deep Space 9, Stardate 53018.4

We've been contacted by the Orrelhod Confederacy, a small nation from the Gamma Quadrant. I've sent Counselor Dax and Lieutenant Nog through the wormhole to make first contact.

As the Runabout *Sungari* emerged from the wormhole, Lieutenant (j.g.) Nog said, "Setting course 127 mark 4, speed warp five. We should rendezvous with the Orelhoddish ship in twenty minutes." Then he looked over at Dax, sitting in the copilot's seat. "By the way, Ezri, my uncle's holosuites should be fixed in time for your date tomorrow." At Dax's surprised glance, he added, "I saw the reservation list when I was scheduling the repair. Banerjee's set to work on it this afternoon."

Dax favored him with her bright and beautiful smile. "Thanks. Julian and I are gonna visit the Cliffs of Bole. And hey, it's good that you're delegating – it's the sign of a good chief of operations."

Nog hoped Dax couldn't see how happy seeing her approbation made him. "Uncle Quark doesn't think so. He doesn't want anyone but me working on his holosuites. But the colonel wanted me on this mission."

Tilting her head with amusement, Dax said, "Quark'll get over it. Besides, you don't want to miss the *first* first contact since the war ended, right?"

"Definitely not," Nog said with a small smile. Then, recalling a trip with Jake, Captain Sisko, and Uncle Quark five years earlier that went bad in a hurry, he added, "Let's hope it goes better than the first time I came through the wormhole in a runabout and made first contact…"

Putting an encouraging hand on Nog's, Dax said, "I'm sure it will."

Once again, Nog hoped Dax couldn't see how affected he was by the brief touch of her hand on his.

When Nog had first met Jadzia Dax, he was just a kid, and she was the Trill female who came to Uncle Quark's to play tongo. Jadzia was like family: a kind of eccentric, intimidatingly tall aunt.

When he had first met Ezri after Jadzia had been killed and the Dax symbiont implanted in the counselor, Nog was an adult, having been granted a battlefield commission during the Dominion War. When he was dealing with the trauma of losing his leg, Ezri had been there to help him.

Jake would have told him that it was just a crush, if Nog had possessed the courage to tell Jake (or, indeed, anyone) about how he felt about Ezri. But it didn't matter – she and Julian Bashir were a couple, and Nog couldn't compete with the genetically enhanced doctor.

A notification sounded on his console. "Entering the Beenserig system, dropping to impulse power."

Dax started running her hands over the console. "Sensors are picking up an Orelhoddish vessel fifty thousand kilometers off the starboard bow."

Nog started guiding the runabaout toward the other vessel.

"They're hailing us," Dax said.

Looking to the comm screen on his left, Nog saw the face of an alien with golden skin, an oval-shaped head, cylindrical ear protrusions, four eyes, with a lengthy vertical slit that was apparently its mouth between the eyes. There was no evidence of a nose.

"To you fair travels we wish. Of the Orelhoddish Confederacy Shipmaster Rona I am called."

"I'm Lieutenant Nog of the United Federation of Planets. This is Counselor Dax." Before Nog could continue, he was distracted by an alarm. "What the –?"

"Wrong what is?"

The console was lighting up with several messages in red.

"We're having multiple systems failures!" Nog exclaimed.

Dax was also getting the alarms on her console. "Sensors are down. Navigation's down." The lights flickered out, plunging the runabout into darkness. "Main power's down."

"Emergency power is starting to fail, also," Nog said.

"Happening what is?"

"We don't know, but we may need to beam over to your ship."

"Expecting that we were. Ho –"

Then the screen went blank.

"Communications down," Dax said. "And the antimatter containment field is starting to fail also!"

"Computer," Nog said urgently, "emergency transport!"

"Unable to comply."

Before Nog could reach down to grab the emergency transport armbands, the warp core exploded…

When Nog regained consciousness, he had no idea who he was.

And then he realized it was worse than that.

He had *too many* ideas of who he was.

His mind was flooded with memories of things that never happened to him: holding a crying infant with small ears and spots down her sides, playing a keyboard, getting drunk with *Dahar* Master Kor, going on a hike with a woman he didn't recognize yet remembered as his sister, leaping through the air and twirling around three times before landing on his feet to applause, getting drunk with Captain Sisko, reading *Down the River Light* to his sick daughter, agonizing over a phase-coil inverter that wouldn't work right, getting drunk with Commander Worf, trying desperately to keep a broken-down shuttle from crashing, being shot by Captain Sisko, and *so much more…*

"What is happening!?" he cried out.

"Awake you are," said an Orelhoddish who was standing over him.

"What happened?" Nog asked. "Where am I?"

"On the vessel of Shipmaster Rona you are. Physician Krande I am. Dying your companion is."

Slowly, Nog sat up from the cot he was lying on. He felt something odd on his stomach and on his left leg, and then realized he was unclothed. Oddly, he was both mortified and unconcerned with his nudity.

There was a blue gel in a line across his stomach, and several other bits of similar gel on various body parts. His left leg now ended at the knee, the stump covered in the blue gel, and of his biosynthetic left leg he could find no sign.

He was in an oval-shaped room. Other cots were dotted about the space, only two of which were occupied: one with another Orelhoddish, and one with Dax, both of whom were also unclothed. Those two cots had holographic displays in an alien language hovering over them. Dax was also covered in many places

BEFORE NOG COULD REACH DOWN TO GRAB THE EMERGENCY TRANSPORT ARMBANDS, THE WARP CORE EXPLODED...

with the blue gel.

Physician Krande was standing next to Nog's cot. He had a thin torso, with four arms (two on either side of the center of the thoracic region) and four legs (protruding from the bottom of the torso).

Krande said, "As it was exploding off your vessel we transported you. Very long and hard our surgical team worked. Your anatomy we are unfamiliar with. Guess we had to."

"We need to contact DS9," Nog said.

"On their way your people are. In fifteen minutes they will arrive."

Even as his mind was crowded with dozens of unfamiliar memories, a more familiar one came to Nog now: the sensor reading he'd glanced before the *Sungari* exploded.

A section of the wall irised open, and Shipmaster Rona stepped through. "Awake that you are I am glad to see. In a vessel Colonel Kira is now approaching."

"You've got to contact her, tell her to stay fifty thousand kilometers away from this ship!"

"Understand I do not."

"Your ship gives off Raejin Waves – it's an exotic radiation that I haven't seen in two hundred years. It's inimical to Federation technology." Even as he said it, Nog was boggled, as he realized he *had* encountered it two centuries ago during the Earth-Romulan War at a remote outpost.

When he was Tobin Dax.

The Orelhoddish had put the Dax symbiont in Nog. Given the presence of the blue gel on Dax's entire stomach area, she must have been wounded near the pouch, and Krande mistook the symbiont for one of Nog's organs.

Tobin never had figured out a way to counteract Raejin Waves, but something from Jadzia's time as a science officer clicked in Nog's head, and he realized that he knew a way he could modulate a Federation starship's shields to resist the waves!

But that needed to wait – Ezri wouldn't last long without her symbiont, especially in a sickbay that didn't know a Trill from a Ferengi.

To Nog's relief, Rona wasted no more time with questions. "Colonel Kira, Shipmaster Rona. Fifty kilometers away keep your vessel please."

Kira's voice came over a speaker. *"*Defiant *to Rona. What's going on?"*

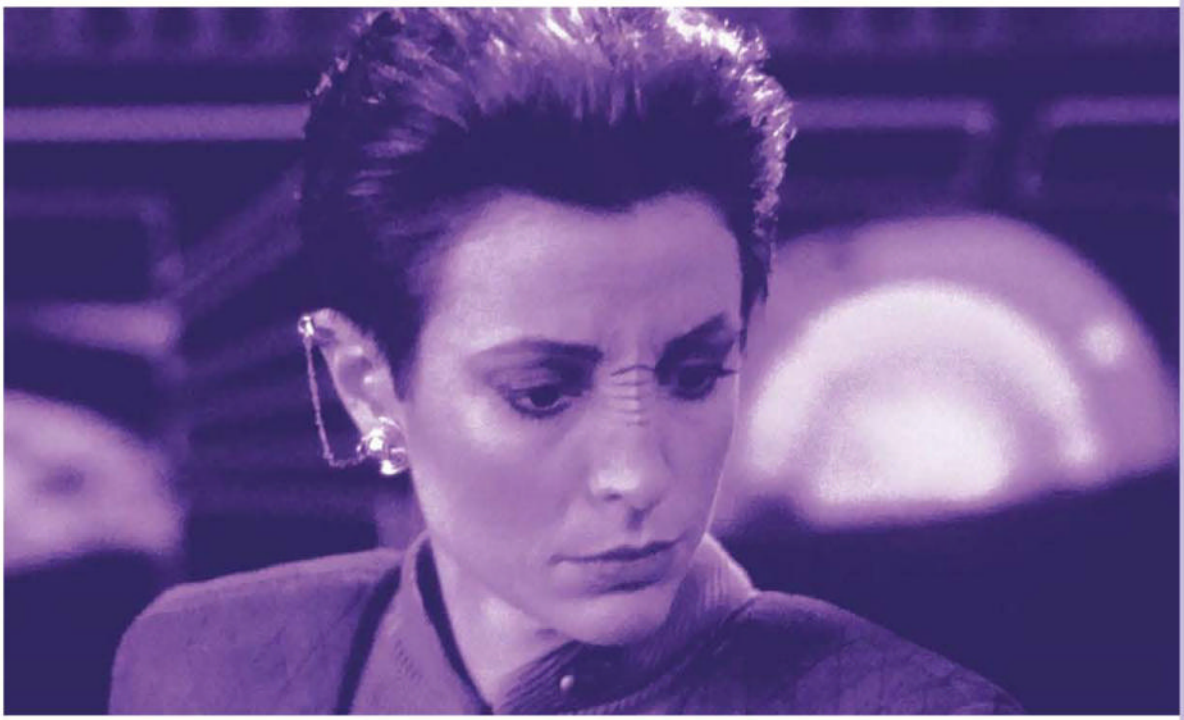
"Colonel, it's Lieutenant Nog."

"You're all right!"

"Not really – long story, but Ezri and I both need medical attention *now*. But if the *Defiant* gets closer than fifty thousand kilometers, it'll blow up just like the *Sungari* did." He turned to Rona. "Can you transport us over?"

"At this distance we cannot. Of our teleportation the maximum range thirty-five thousand kilometers is."

Normally, Nog would have had to work through the problem, but to his amazement, a solution presented itself almost immediately. "Colonel, can you drop two EVA suits into



space and then move off?"

"I don't see why not. But I don't see why, either."

"Once you do that, Shipmaster Rona can move close to the suits and transport us into them. Then the Orelhoddish will move off and you can pick us up."

"A brilliant idea that is," Rona said approvingly.

"Preparing the EVA suits now," Kira said.

Ten minutes later, Nog and the unconscious Ezri were transported into the EVA suits. Five minutes after that, they were beamed aboard the *Defiant*.

Bashir was anxiously awaiting them in the transporter bay, and he immediately went to Dax with his medical tricorder.

Nog found himself with conflicting thoughts. He knew from Starfleet emergency medical training – his own, Jadzia's, and Ezri's – that you always checked the unconscious patient before the conscious one. But the part of him that was Lela – who was quite the ethicist – was cranky about him treating his own girlfriend, while the part of him that was Ezri was thrilled to see his beautiful face.

"YOU DON'T NEED TO DO ANYTHING EXCEPT REPORT TO THE MEDICAL BAY. IF I DON'T GET THE SYMBIONT BACK INTO EZRI SOON, SHE'LL DIE."

Kira was standing next to Transporter Chief Fnaxnor. Nog limped down off the platform – the EVA suit's left leg staying rigid for support – and looked at the colonel. "I need to modify the shields so we can approach the Orelhoddish safely."

Bashir stood up. "You don't need to do anything except report to the medical bay. If I don't get the symbiont back into Ezri soon, she'll die."

Nog had been afraid of that.

To Fnaxnor, Bashir said, "Beam her directly to the medical bay." Then to Nog: "Let's go."

As he followed Bashir out of the transporter bay, Nog said to Kira, "I'll have that shield modification for you once we're done."

Bashir had Nog sedated as soon as he got him out of the EVA suit. He faded into unconsciousness, Julian's lovely face staring down at him.

And then nothing.

Both Kira and Bashir were standing over him when he woke up. The latter asked, "How are you feeling?"

"Empty," was the first word that came to mind. It had only been for a few minutes, but he had had gone from the memories of eleven people to just one, which was devastating. Bits and pieces of Dax's past hosts disappeared like wisps of smoke.

"You'll be happy to know that a new biosynthetic leg is being prepped on DS9. It should be ready by the time we get back. As for that empty feeling, with some help, you should be able to work on that –" Bashir them smiled. " – with our brilliant counselor."

Nog's heart raced. "Ezri's okay?"

Then Dax herself approached the

biobed, in a hospital coverall, pale from her injuries, but smiling brightly. "I'm fine, Nog. I'm Ezri Dax again."

Letting out a breath that he felt like he'd been holding since the *Sungari*'s systems started to fail, Nog said, "That's good."

Kira said, "When the doctor says you're ready, we can start your shield modulation plan."

And then Nog felt a completely different kind of emptiness. "I – I don't remember it!"

Dax put a comforting hand on Nog's shoulder. "It's okay – I *do* remember it. At least, the theory – I've got no idea how to implement, but maybe I can talk you through it?"

They spent the next hour working together, Dax voicing all kinds of theories about shield nutation and Raejin Waves and so on that were at once completely familiar and totally new to Nog.

But they managed it. And then the *Defiant* was able to approach the Orelhoddish ship.

Once the modulation proved beneficial, Bashir, Dax, and Nog returned to DS9 in one of *Defiant*'s shuttlecraft, as both still had significant recovery to do, leaving Kira to continue the first contact.

Sitting in one of the shuttle's passenger seats, Nog looked at Dax in the next seat over. The memories were gone, but the emotions associated with them hadn't faded. He'd *been* Dax, even if only for a short while, which meant he'd been Ezri. He felt like he knew her even better than ever, including the depth of her feelings for, and loyalty to, Bashir.

Nog no longer had a crush on Dax. He was now completely in love with her.

However, he was more determined than ever not to tell her.

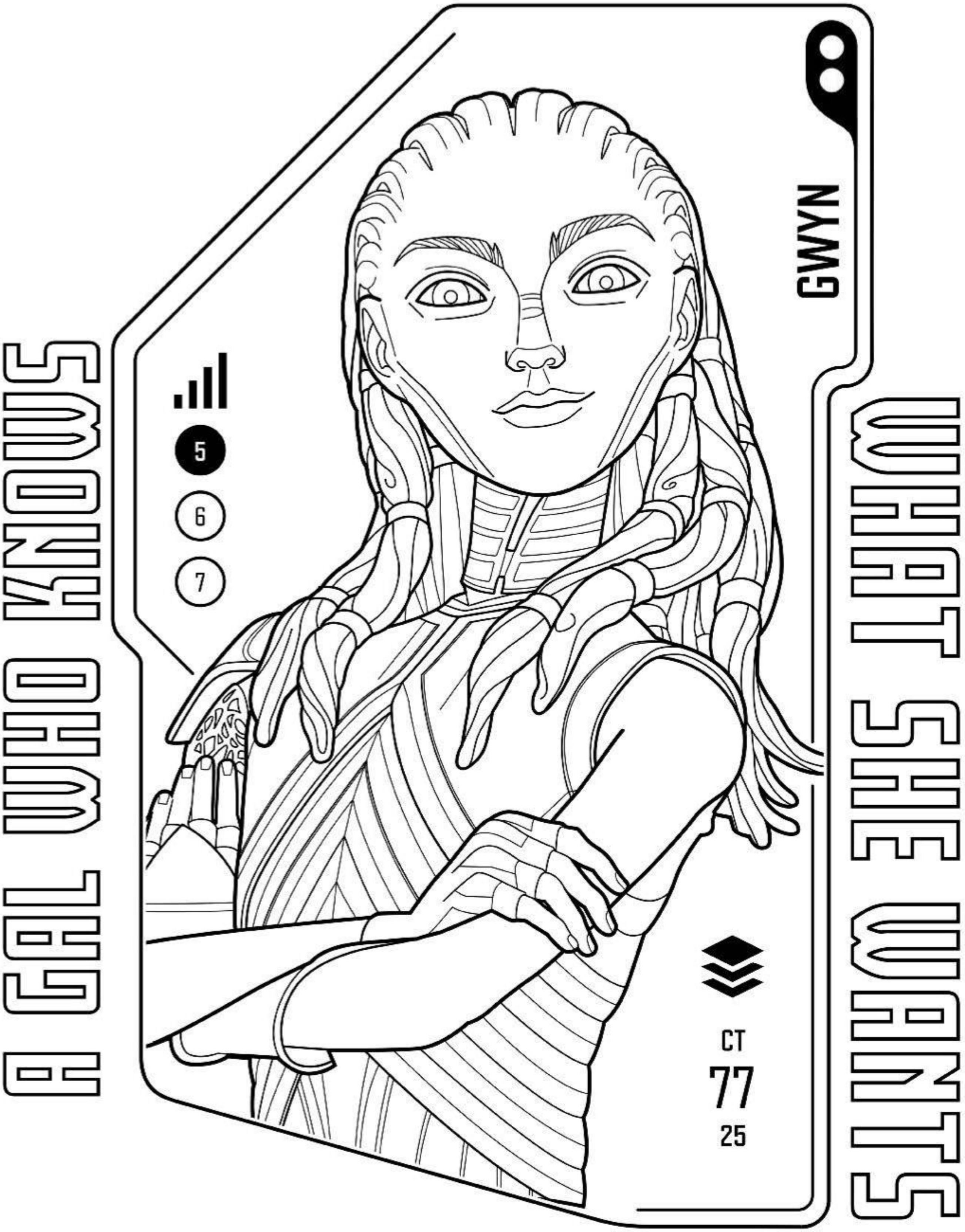
Then she turned to look at him. She smiled, put a hand on his, and nodded.

Now Nog realized that she *knew* how he felt. After all, he'd hosted her symbiont, too.

And he was also sure that it was okay.

Returning her smile, he leaned back in the seat contentedly, her hand still on his.

Dedicated to the fond memory of Aron Eisenberg. We miss you, buddy.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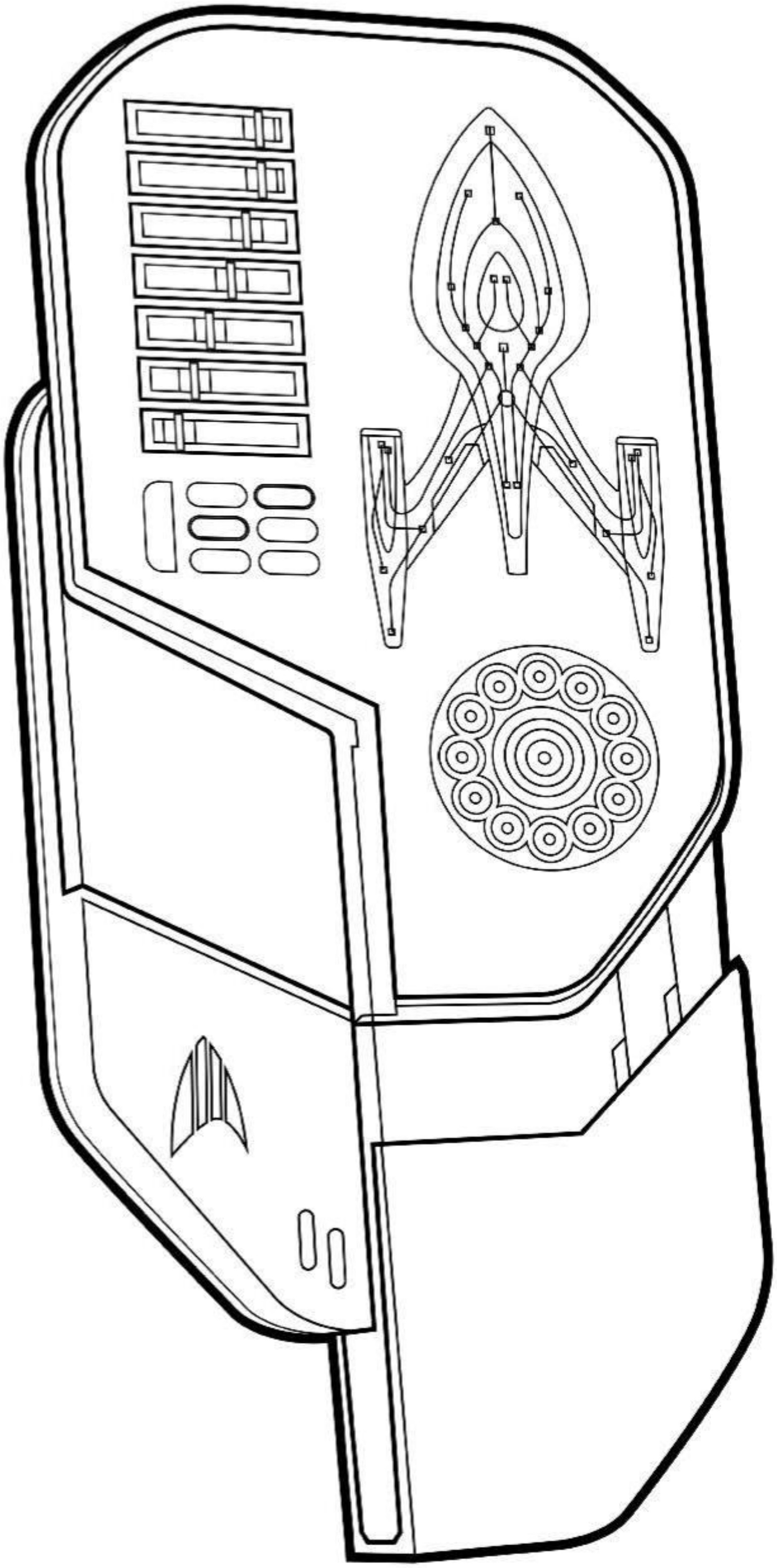

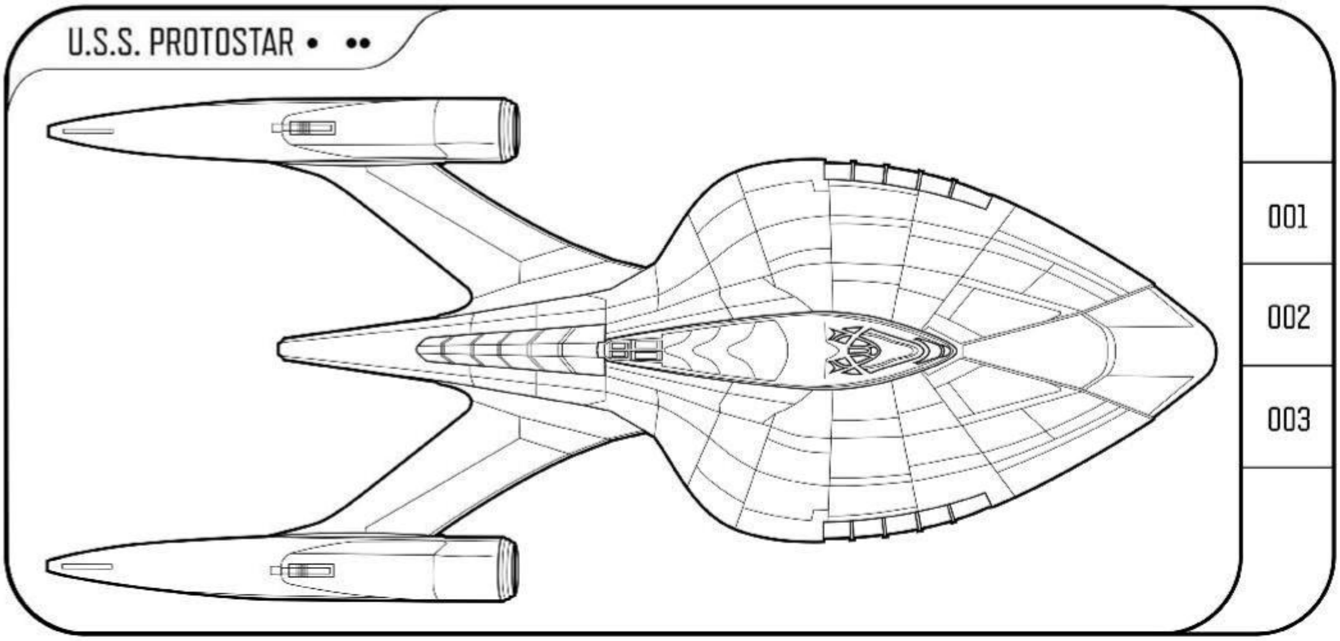
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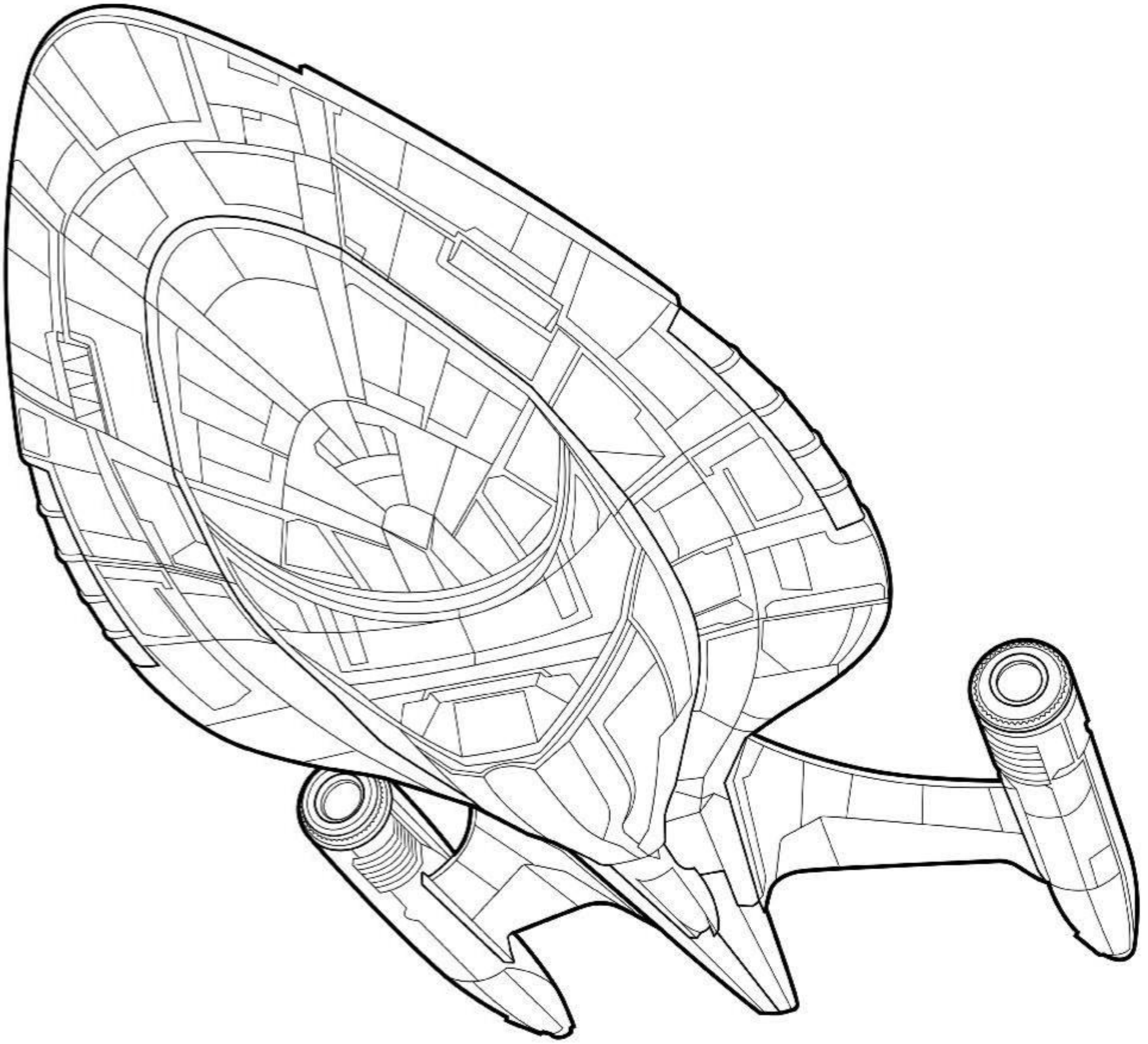

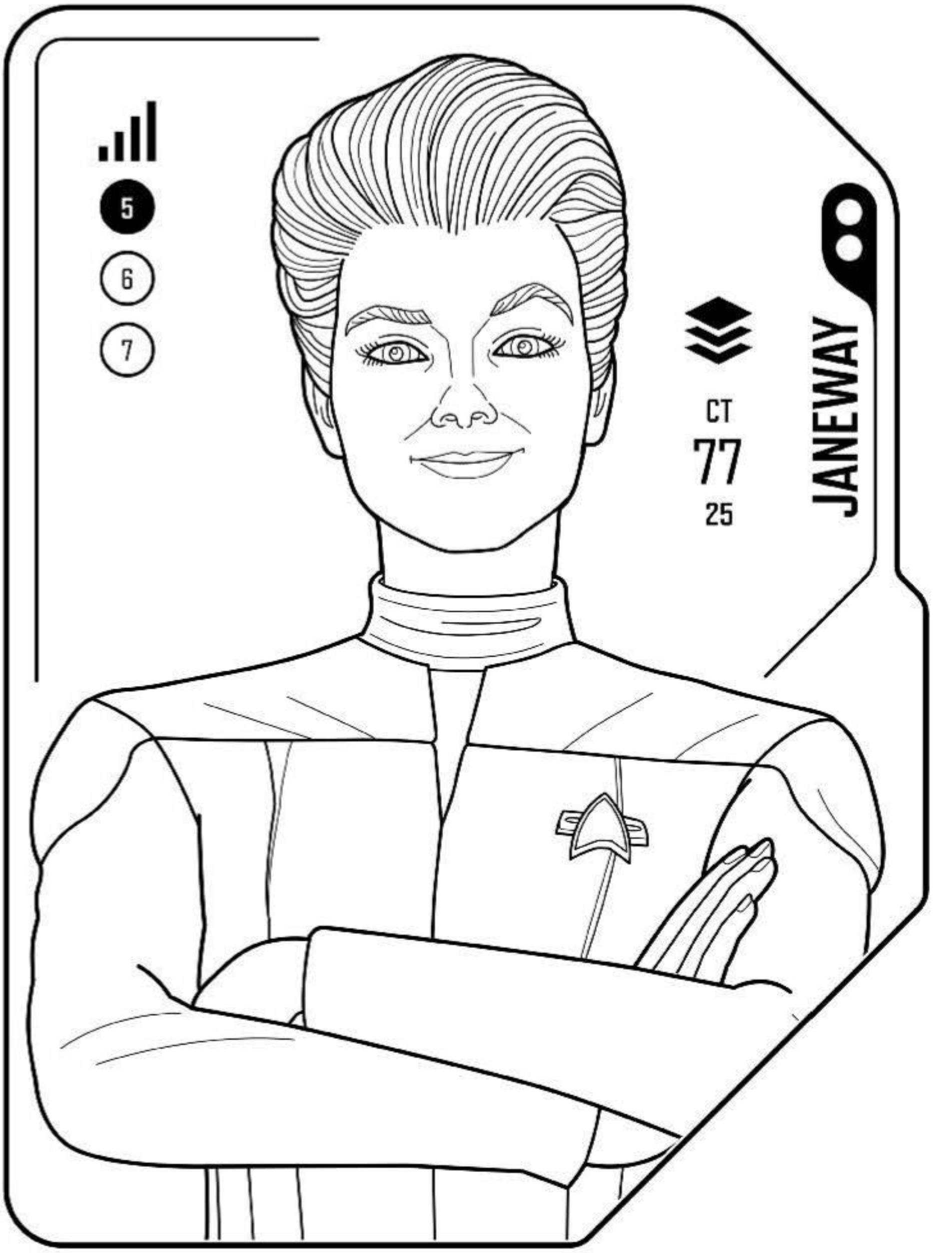
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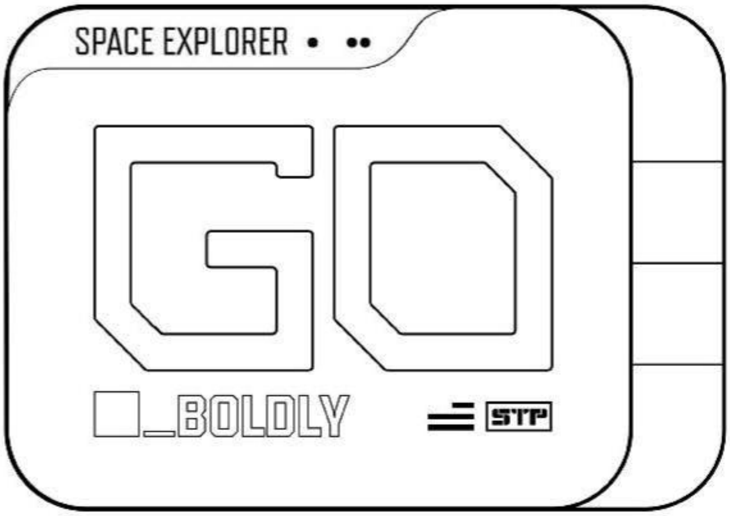
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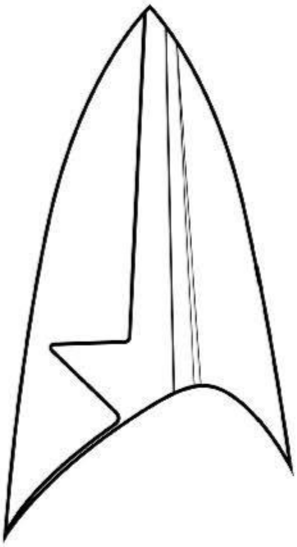

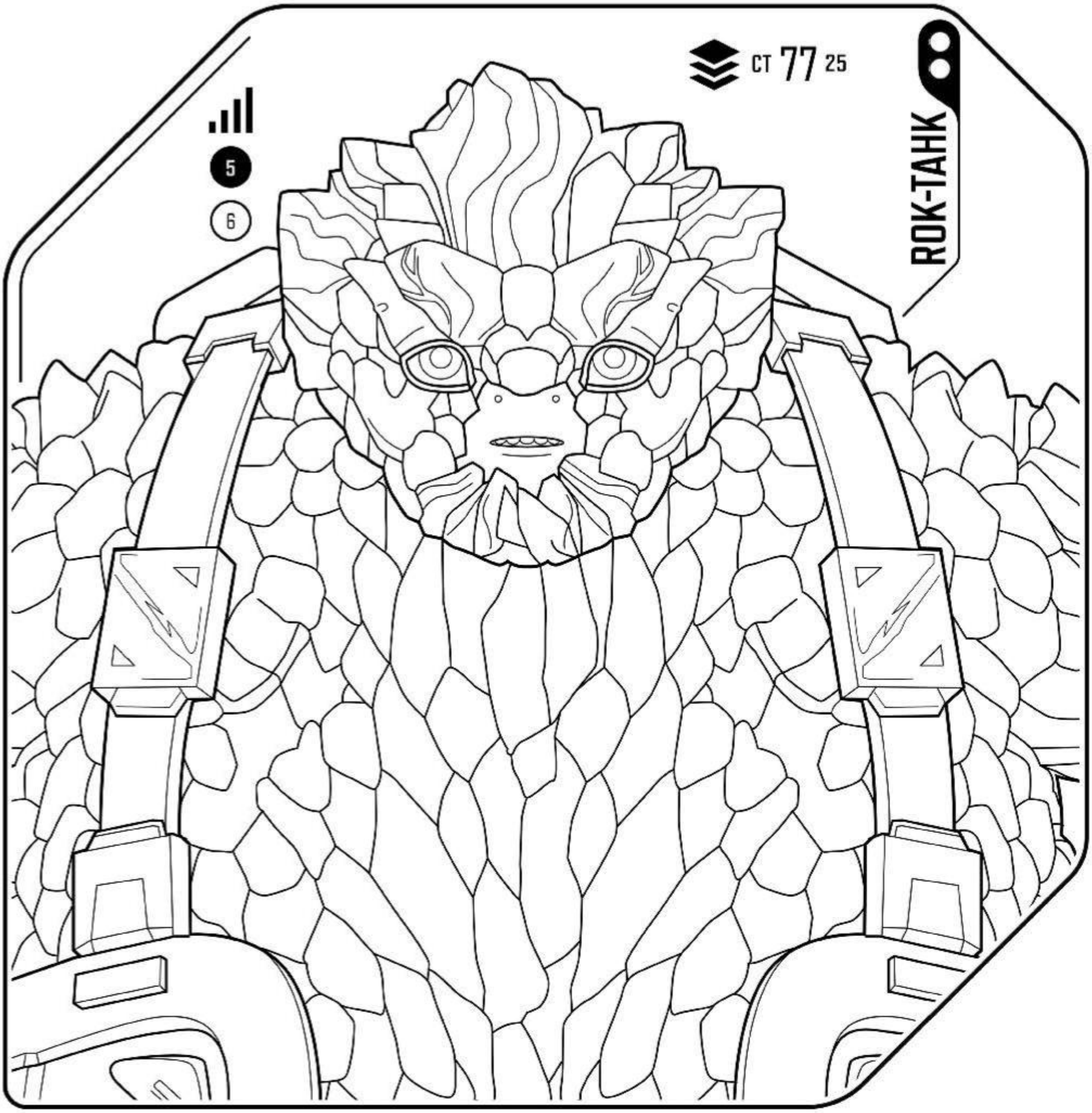
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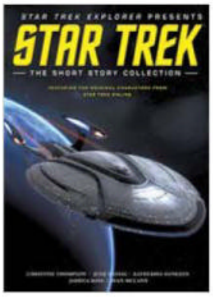
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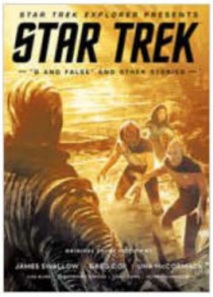
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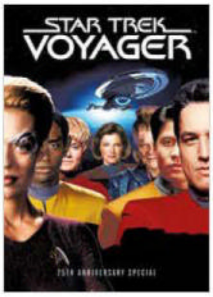
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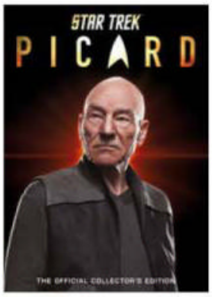
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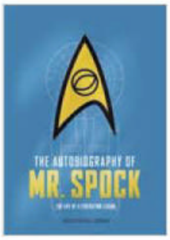
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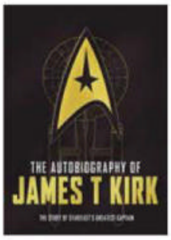
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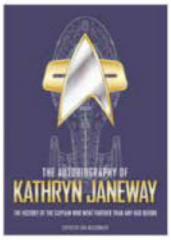
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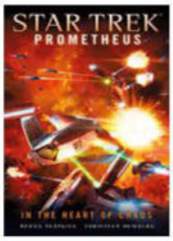
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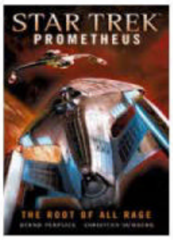
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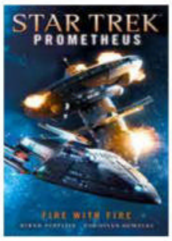
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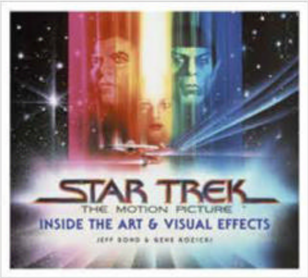
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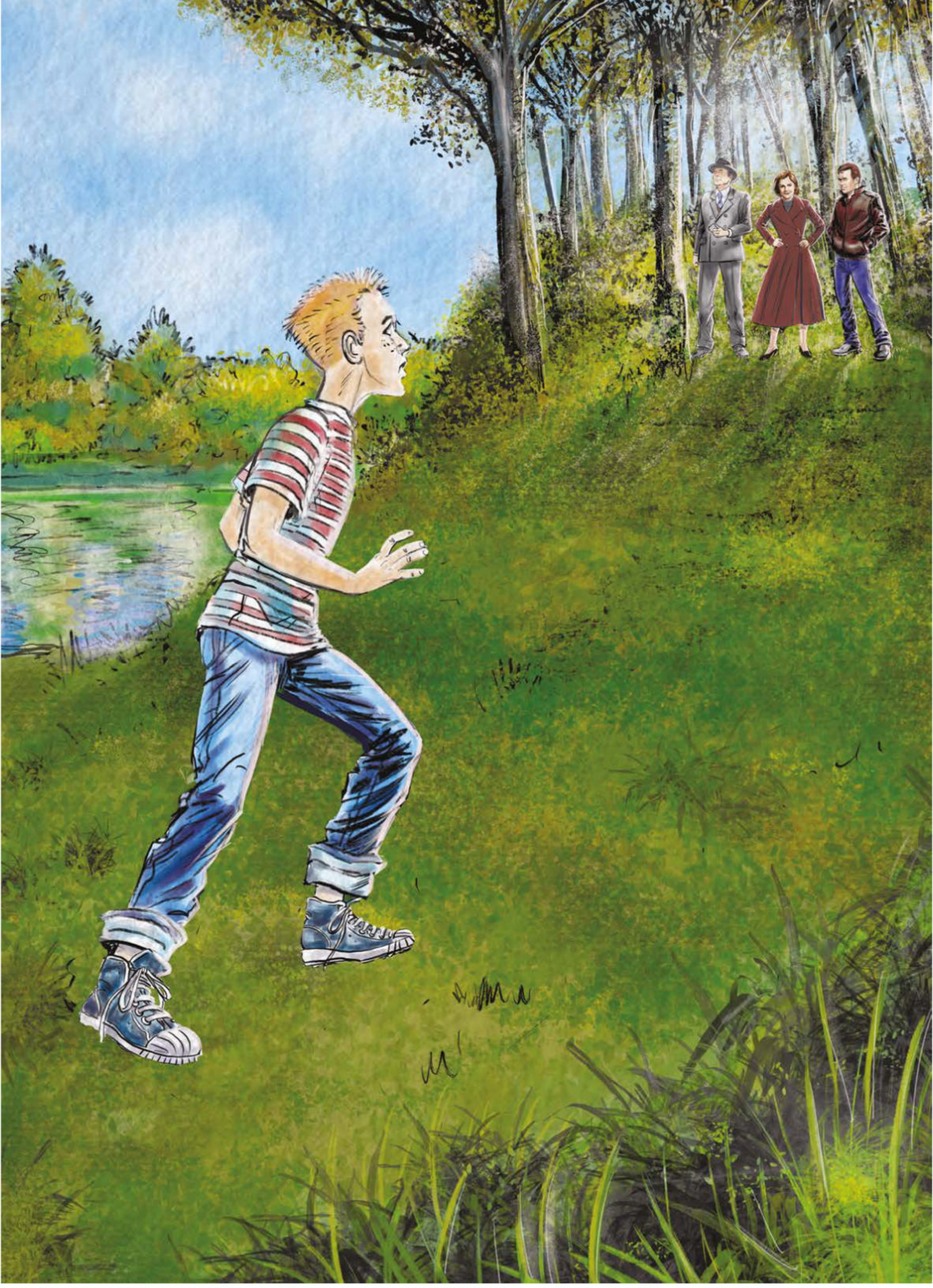


EXCLUSIVE FICTION

Summer Days Can Last Forever

STORY: MICHAEL COLLINS
ILLUSTRATION: MICHAEL COLLINS

Dear Diary:

August 11th 1957

Sunday.

Finished *The Stars My Destination* and *The Naked Sun* that Mom got me from the library, Friday. Amazing!

I've re-read all my Supermans and Captain Marvels.

Missing Chet, Stevie and the guys, bet they're having just the best time at camp.

Mono *sucks*.

August 12th 1957

Nothing ever happens in Patterson's Creek. Another duuuuuuulll day.

August 12th 1957

Nothing ever happens in Patterson's Creek. Another duuuuuuulll day.

August 12th 1957

SOMETHING CRAZY HAPPENED!! Old Ned says he saw some kinda SPACE MONSTER LURKING BY HIS BARN!! Mom says he's 'in his cups' but I think he's maybe drunk again. Most exciting thing to happen in ages!

August 12th 1957

Nothing ever happens in Patterson's Creek. Another duuuuuuulll day.

August 12th 1957

Three strangers hanging around- a lady, an old guy and a youngish guy. They looked out of place. I waved but they wandered away.

The most exciting thing to happen in ages!

August 12th 1957

Weird – three strangers turned up and asked me about Patterson's Creek. The lady seemed kind but had that calmness some teachers've got?

I bet no one lies to *her*.

I told her I was Matty Redmond, that I was the only kid around as I had to miss camp on account of the Mono. She looked confused but the older guy? He said it was Gandhi? Glandu? fever or something.

The younger guy asked if I 'digged' Captain Proton? Like from the 30s?!! Was he older than my dad?!!!!

The lady said they had to go but they'd see me tomorrow. And they just vanished! Like Gully Foyle in *The Stars My Destination*!

I tried to tell Mom but she said I'd been reading too much Sci-Fi.

August 12th 1957

WEIRD – three strangers came up to me – they knew my name! A serious but nice lady, a grumpy old man and a younger guy. The old guy asked how my Mono was – I said I was ok now but then he wiggled a salt cellar at me as he held a cigarette case in his other hand. "Oh, I can sort this," he said.

The lady got testy with him like Mom does when Dad's about to do something he's not thought through.

"Are you sure that's the right course of action, Doctor?" the old guy (Sure, like a 'Doctor' would wave condiments at you) shrugged and gave me what I guess he thought was a smile. "All better now."

The younger guy looked at his wrist as his watch beeped. "Captain-we're almost out of time." (a lady captain! Yeah, I could see it – I bet no one lies to her).

And then they vanished – like Gully Foyle!

I tried to tell Mom but she said I'd been reading too much Sci-Fi.

August 12th 1957

OK. This is freaky.

It's still Monday.

How can it still be Monday?!

And I feel great.

Like I've never been ill.

I went up to the lake, and those people just appeared out of thin air, like jaunting! Wild!

"Hi!"

The lady looked funny at me.

"You don't seem to be surprised to see us."

Guess I had the biggest, stupidest grin all over my face.

"You're the Captain! He's the Doctor! And-uh…"

The younger man smiled."Tom Paris, Flight Control."

I punched the air.

"Yeah! You're spacemen! In disguise! I knew it!"

"Doctor – analysis? Previously no one was aware of the time loop, so luckily that scare when Knee-licks (Who?) accidentally breached the field got forgotten. How is young Matty here suddenly (she used a fancy word with 'cog' in it, but I figure she meant 'aware')."

Doctor waved his cigarette box at me.

"Curious. My procedure appears to have altered our young Mr. Redmond, so he is now aware of the time loop."

Tom got excited. "So curing his Glandular Fever did this? Could we just do the same to everyone here? Give them Nanny-ites (I think he said this, must be a space word) and break the loop?"

They both looked at Lady Captain.

She thought hard about it.

"Not ideal, Mr. Paris. Instead of these poor souls repeating the same day in sweet ignorance we'd be consigning them to a living hell."

Doc shrugged. "Well, not for *long* –"

Lady Captain shot him a look that if her eyes had been a laser gun he'd just be pile of ash.

"I am quite aware of our accelerated time frame, Doctor."

Suddenly I was as scared as I've ever been.

"Say, what are you not telling me?! What's the skinny?"

"Matty, I am Captain Janeway. Kathryn. Yes, we're 'space people'. Though, actually, Tom and I were both born on Earth."

I looked at the Doc, was that what an alien looked like?!

Noticing, Captain Kathryn smiled. "Our Doctor is a… hologram – he-" She hunted for a word I'd get. "Um, he's like a …robot."

Doc looked annoyed "I most certainly am *no* –"

Captain Kathryn waved him quiet. She was so good at that.

"It's shorthand, Doctor. And as you yourself so delicately stated, we do not have the luxury of long explanations."

"Dr. Asimov wrote about holography, so I kinda get it?"

She looked at me again, like she was searching for a way to explain. I knew it must be real bad as she had 'that' voice, like when your Mom tells you your puppy got run over? But worse.

"Matty, do you know what day it is? What year?"

I told her – Monday, August 12th, 1957.

She nodded.

"To us it's a very, very long time after that I'm afraid. The year 2375."

I suddenly felt sick again, but not like with Mono.

"Captain –" Tom was pointing at his wristwatch "The aperture? –"

She put a hand on my shoulder.

“YOU’RE ‘ROCKETS’ REDMOND, BILL REDMOND’S SON? THE KID OBSESSED WITH SCI-FI, RIGHT? HOW’D YOU GET ON BASE?”

“We have to go. Be here tomorrow –” she smiled. “Well, today again, I guess… hopefully we’ll have longer and we can explain more-”

And they vanished.

I spent the rest of the day trying to make sense of why three people from the future jaunted into our tiny burg? I knew I couldn’t tell Mom and Dad- for one, they’d think I’d taken a crazy pill…

…and for another, they wouldn’t remember it in the morning, would they?

August 12th 1957

This is *nuts*.

I *know* I wrote a long entry here yesterday but there’s nothing.

And it’s Monday again?

I had to go see Captain Kathryn and hope she had answers before she vanished again.

At the lake this time they were wearing overalls, not street clothes. Their Space Uniforms I guess?

Kinda disappointing.

They’re not silver.

“Good Morning, Matty,” she said, smiling.

”Hopefully, we’ll have a bit longer here today – 7of9 (*was that the name of their computer? Cool!*) is working to extend the temporal aperture that allows us access to your town. I guess you have a lot of questions after yesterday.”

Boy, did I.

“Why have you come back in time, or have we got rocketed into the future? And why do you have a Space Ship to visit Earth? And what was Doc talking about when he said we had little time?!”

She smiled, but it was a bit of a sad one.

“Where to start? We are the crew of the *U.S.S. Voyager,* and a few years back we got accidentally sent to a far distant corner of the sky –” She looked up, waved her hand somewhere towards the Eastern horizon “– that way, kind of…”

I was confused “Lost in space? So why are you here in the Midwest?”

Tom joined in.

“You ever think you’re in… Nowheresville?”

Tom really was way older than he looked.

“Yeah… daddio.” I smiled. He smiled back.

“Well, you literally are. Your whole town is on a planet a … gazillion miles from Earth. The only thing here. For some reason this day keeps repeating and we don’t know why, or for how long. Unfortunately, you’re orbiting a star due to go nova any time soon.”

In my head I could see a big rock and on it, a bubble with our little town in it. With a big angry sun, ready to go bang. I knew what nova meant.

I’d read enough Sci-Fi.

I got real cold at that thought.

“But- how?! And how did you find us?”

Tom brightened – “That was me! I detected a transmission on a rarely used wavelength – the signal led us here!”

I said it could be something top secret from the army base the end of town?

"Um, no- It was an *I Love Lucy* rerun…"

"Army Base?" asked Captain Kathryn "That might be significant. Unfortunately, due to the time bubble, our scanners can't map your town, which is why we have to visit like this."

"Hey, a couple of nights back the base was all lit up, I guess something weird going on?" I said.

They seemed excited by this.

Captain Kathryn turned to Tom.

"That base might hold the key to getting Matty's people home-"

Tom suddenly looked excited – " – And us?"

"We'll have to see."

Captain Kathryn turned to me.

"Matty – going into an army base – we can only be here a short time, so we may need your help – this could be dangerous. It's asking a lot of you. Do you understand?"

I tried to be brave "Hey, if we fail, the day just starts again, doesn't it? And you said- someday soon this bubble's going to burst, right?"

Tom's watch beeped again, breaking the silence.

Captain Kathryn turned quickly.

"Tomorrow – same time, meet us at the Base, we –"

They were gone.

I spent the rest of the day trying *not* to think I was living in a big soap bubble that could go pop any minute.

August 12th 1957

No entry again. I guess this keeps happening? But I guess I keep writing anyway?

I got to CAMP PERCIVAL as a jeep pulled up behind me.

"Hey junior –" I turned to see Tom, Doc, the Captain and a lady with Veronica Lake hair, all wearing military uniforms.

"You guys got dress up clothes for every day?" Tom smiled, Veronica Lake arched the eyebrow I could see.

"This is the child? Are we sure we need him?"

"We can only maintain our presence here for a few minutes, he's here all the time," said Captain Kathryn.

"Hop in!" called Tom. They covered me with a tarp.

Doc did all the talking. He was now a 5 Star General, had the right papers and was here to see the "artifact. No one questioned that he'd know. We drove to a remote hangar.

Tom got me out, after they cleared the site.

Inside the hanger was a (*crazy!*) little spaceship, barely three yards diameter. It was dented, shot at. But it glowed. Veronica Lake had one of those cigarette cases and waved it at the ship.

"Extraterrestrial in origin, a simple drone, probably an initial exploratory craft. They must have accidentally activated it. It is emitting some kind of time field. I can possibly reset it but –"

Tom's wristwatch bleeped "I thought you'd extended the aperture, Seven?"

She turned (wow, was she '7of9'?!)

"I did, Mr. Paris, however this field is interfering and we have no time to instruct the child how to –"

And then they vanished…… leaving me in this Super Secret Hangar as guards piled in, guns pointing.

The boss of the base, General Essex, had me in his office. He wasn't happy.

"You're 'Rockets' Redmond, Bill Redmond's son? The kid obsessed with Sci-Fi, right? How'd you get on Base?"

I told him, about the *Voyager*, and the Soap Bubble, and the day always repeating. It just made him angrier.

"Horse pucky! Why I oughta-"

"But General, you have a FLYING SAUCER –"

He held up his hand "That… vehicle we shot down, we've determined is a Russki spyplane. My scientists think they've worked out it's systems, got it all fired up- "

I exploded "But it's NOT! It's from SPACE! And we're IN SPACE! – and we're gonna –"

He grabbed me by the collar, dragged me out.

"Kid, get outta here – you're just kookoo, and a waste of my time –" At the gate, he said, "And if I see you again —"

"You'll never remember," I

NOTHING EVER HAPPENS IN PATTERSON'S CREEK. ANOTHER DUUUUUUULLL DAY.

muttered to myself.

August 12th 1957

Writing as I go. Dunno if I'll have a chance later.

I figured they'd try again, so waited by the gate.

They came. We got in (again). Straight to the Hangar this time.

7of9 talked me through equipment which was actually pretty straightforward.

Point and press.

"We have maybe five minutes til they come check," said Captain Kathryn. "You know what to do if we disappear again?"

I nodded.

While working, 7of9's hair fell away and I saw robot bits on her face.

I smiled.

She looked confused.

"Finally! *Real* Sci-Fi stuff!"

We didn't have five minutes. A couple of guards came early – Tom fired a laser gun at them, I was shocked. He saw my look – "Hey, just stunned, don't worry." To the others, I said, "Maybe accelerate this?"

7of9 went through all kinds of super speed key tapping.

More guards entered, Captain Kathryn pulled me to cover, as Tom stunned those too. Doc strode towards the hangar gate and chewed out the approaching guards in a way that made General Essex look like a Milquetoast. It gave us extra minutes.

Seven looked at me. "They accidentally activated its homing system. As it could no longer fly its bubble took in the nearby area with it as it warped out. The resulting mass was flung across space, way off course. It keeps initializing its tachyon time-field, trying to relaunch, that's why the day repeats. I have fixed it and now it will leave as it intended. Your town will be snapped back in time and space, no longer held in this self-regenerating matrix." She paused, looking at me. "In theory."

"What about you guys? Can you get home?"

She sadly shook her head "Not this time."

And vanished. They all did.

The guards Doc had been shouting at are stunned for a second, then notice me –

"Kid – Away from that! Don't make us shoot!"

But I can't – the sequence is almost complete, I'm tapping the last two pads to hit as I hear gunfire (firing high to scare me, I hope).

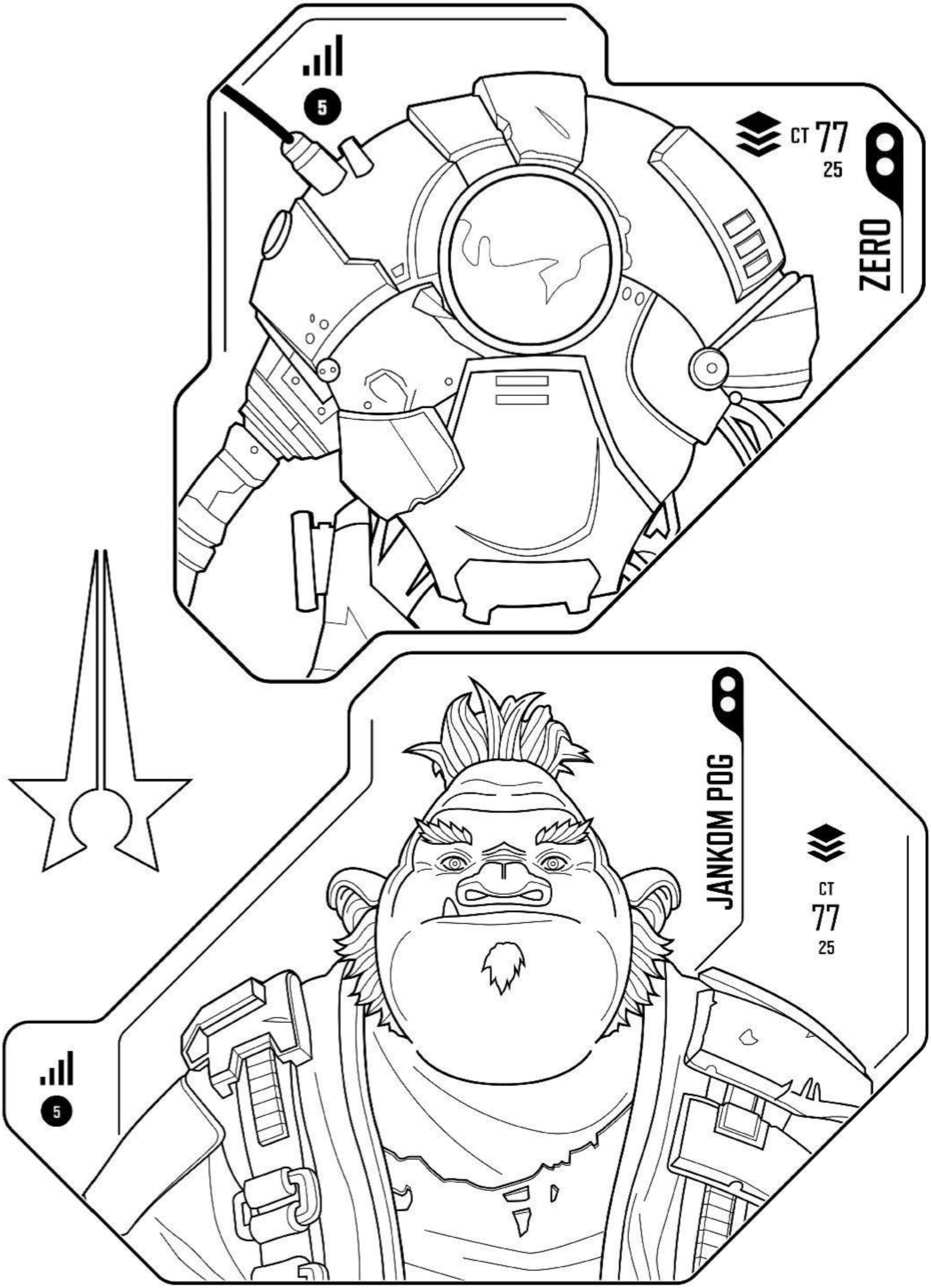
And –

August 13th 1957

Nothing ever happens in Patterson's Creek.

Another duuuuuuulll day.

Summer days can last forever…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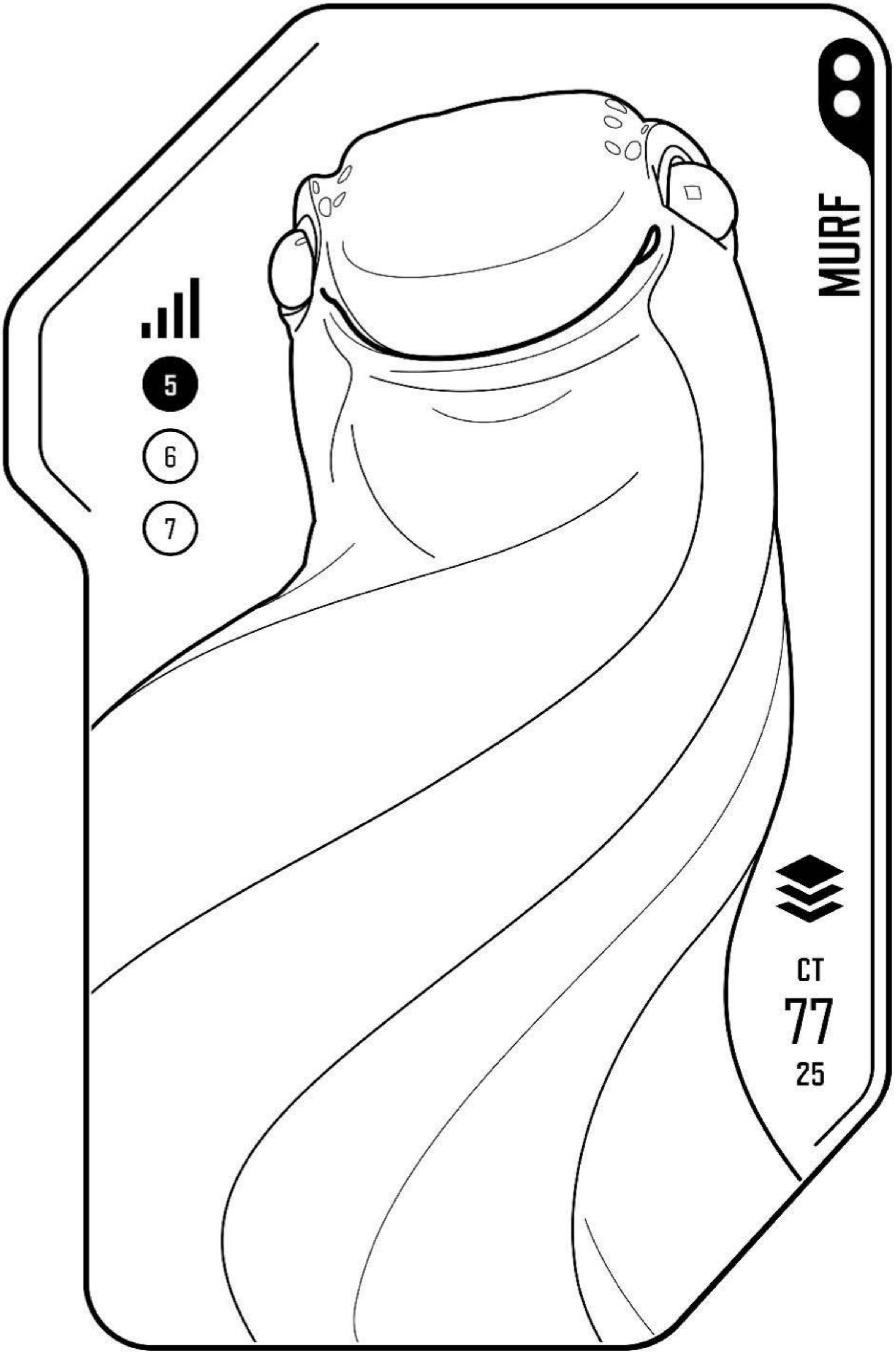
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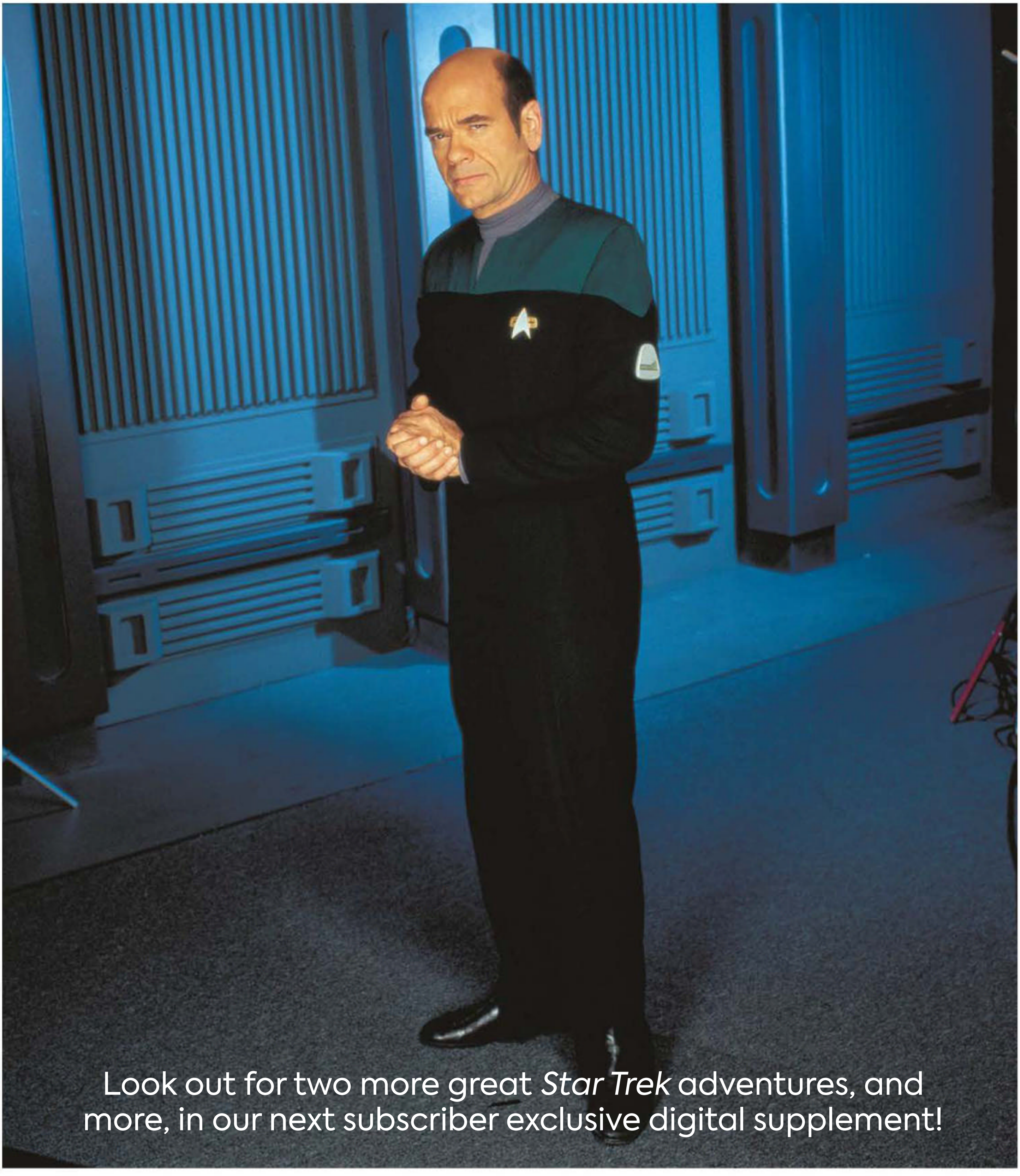

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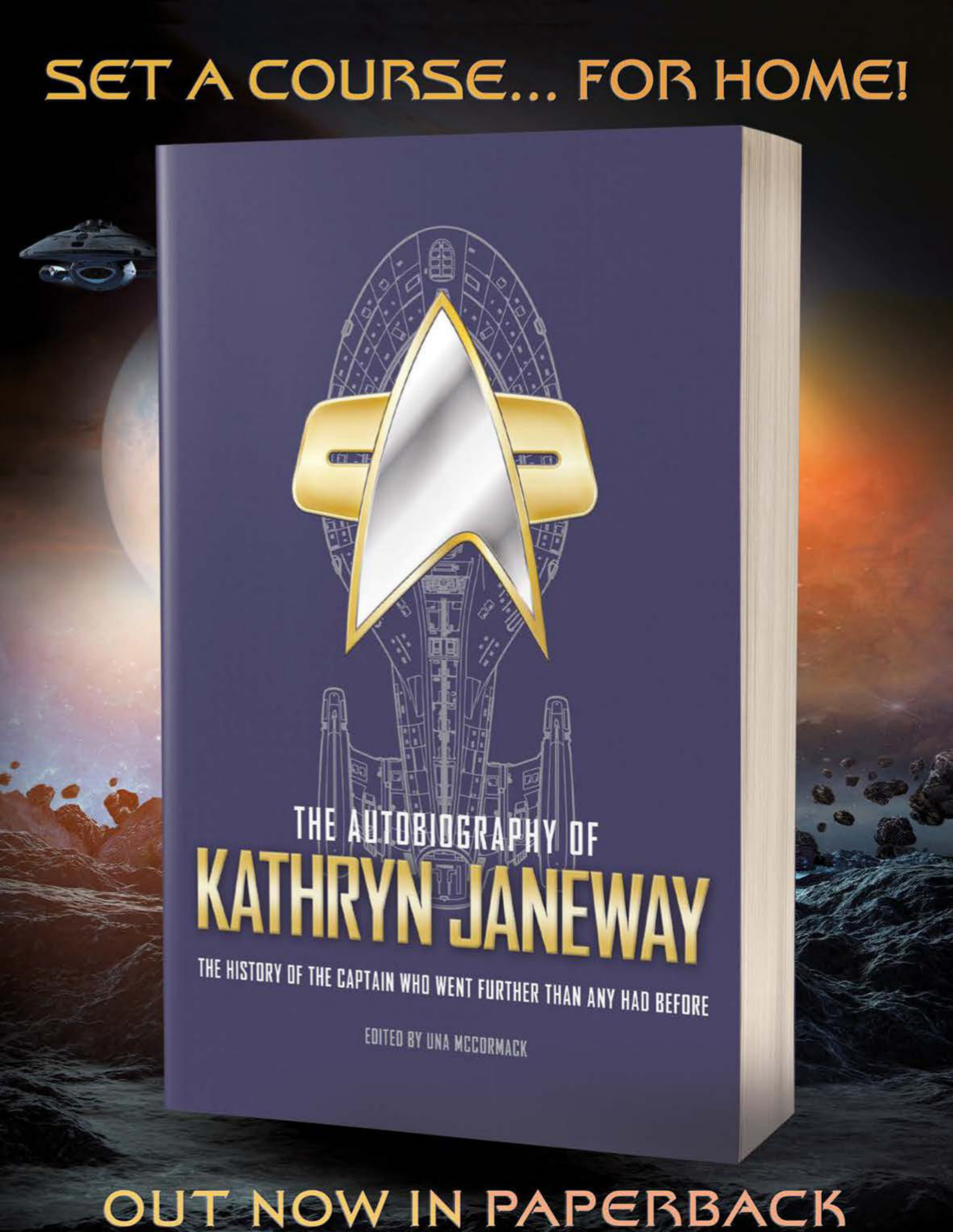
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